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EA SPORTS ELECTRONIC ARTS
FIFA 96 SOCCER
FIFA
THE OFFICIAL PREVIEW
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TRUE LIES



WE SAID THIS ISSUE WAS GOING TO KICK MAGAZINE BUTT...

KOMBAT BEGINS

NOTHING IN THIS WORLD HAS PREPARED YOU FOR THIS

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GAME GEAR

The world's first underwater contents spread!

EDITORIAL

THREE GO MENTAL AT EMAP TOWERS

Forgive me if I sound like a zombie, but we did put in some serious hours to get this issue of MEAN MACHINES together. We may seem a little early this month, but that's another story, specifically for the suckas that think they can pull stunts on us...
Now you're here, I can't recall an issue that's had quite so many excellent scoops. Getting the only shots of MK3 Saturn is the cream in the bun too. And this is only the beginning, with some exciting changes due for the mag, including promotions to blow you away over the next few months. Stick with us, as I'd rather be part of a mag that sets out to inform and entertain than one whose sole purpose is to amuse its troll-like creators. See ya.

Gus.



CARRY ON CAMPING

As the summer holidays are upon us, the new streamlined Mean Machines team recount tales of vacation tomfoolery.



STEVE
Steve was unavailable for comment on the topic of holidays because he's on one. Well, honeymoon to be precise. Whether he'll still want to be our managing editor, or whether he'll even be interested in gaming at all now he's met a girl, remains to be seen on his return. We know which option the smart money's on.
(Getting back to the subject of horror hols — Gus). Steve and Liza have chosen a picturesque hotel perched on a cliff next to a volcano, owned by a charming family called the 'Corleones'.



GUS
Following in Baden Powell's footsteps was a major part of our glorious leader's formative years. "I was a cub, a scout and a venture scout!" he proudly proclaims. However, our troop 'Trinity' (2nd Renfrew, 51st Renfrewshire) were a rather boisterous lot (ie. loutish). The people in the villages near our campsites used to be terrorised by big lads in kilts looking for 'skirt' and throwing flammable things onto bonfires. People would have midnight feasts by raiding the other troops 'quartermaster' (food) tent.



CLAIRE
"I've been on millions of holidays," says Claire, who has now reluctantly parted with her 'medicational' rubber glove. "I remember when I was 12 we went to Spain and I went to a bun shop with my little brother. We each bought a currant bun, but when he bit into it his he found it was full of little ants. It was disgusting. My dad took us back to the shop, where we discovered a trail of ants leading up to the counter and in to the buns. I'd probably eaten a load of them thinking they were currants!"

WELCOME TO STAR TEST...

You've just joined MEAN MACHINES. Sit down. Relax. Now answer the following questions from this category:

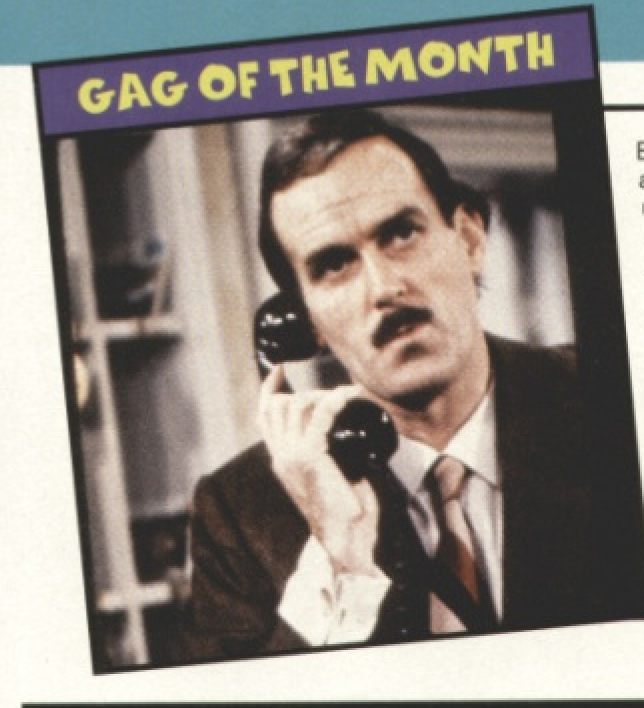
Q:What is your name?
A:Marcus Hearn.
Q:Aren't you forgetting that funny first name you have, which everyone spells wrongly (Simeon/Simian)?
A:You said you wouldn't mention that. Anyway, at least I haven't got a really boring secret first name like John.
Q:Silence! Where have you come from?
A:Marvel Comics.
Q:Did you get the sack?
A:Not exactly. The suits closed us down.
Q:When did you last have diarrhoea?
A:Christmas. All Christmas. Couldn't touch a drop or eat a thing for ages.
Q:Who is the best Danny/Sandy in your opinion: Travolta/Newton-John or Sonia/Shane Ritchie?
A:Sandys come and go, but there will only ever be one Sonia. The woman's triumphs span a brassy scouse Sandy to being pipped to the post in an obviously rigged Eurovision Song Contest. We was robbed.



Q:What do you like to do first thing in the morning?
A:Arrive at Mean Machines Towers bright and early. Actually, I like to lie on my side and make slow pedalling motions with my legs for several minutes. I'm easily pleased.
Q:Pick four words that best describe yourself.
A:Hmm, aah, erm, well..

Thank you for playing Star Test. Please pick up your P45 on the way out.

GAG OF THE MONTH



Because we're not as funny as we used to be, here's a classic gag from an old BBC sitcom:

Sybil:Basil!

Basil:Yes, my little golfing doberman pinscher?

Next month: Are You Being Served?



MARCUS

Gus hands the goatee beard of deputy editorship to Marcus, who still shudders at the memory of a camping trip to Thetford, Norfolk. "It was really dark and we thought we'd found the perfect place, so the four of us piled into this two-man tent and endured the post-curry fumes. At 4am we were woken up by the sound of dogs and heavy machinery. It was only much later that we realised our perfect spot was actually on Ministry of Defence land and we'd been in the middle of army manoeuvres." Doh!

ELIMINATE THEM

They were just like Sapphire and Steel, Oz and Paul Bufton. And now they've both been trapped in the time continuum known as ex-Mean Machines. Don't worry, as Oz has found a new life on one of our secret projects, and Paul was put down by a Ferengi veterinarian and didn't suffer. Now, just look out for new blood. In the meantime, our old furry rug Claire Coulthard assumes the mantle of Shera, princess of Design and Lady High Mighty of the Art Editorship. Beware her pen!





FINGER BODS

FAT CAT
STEVE 'Plus' MERRETT
COOL CAT
GUS 'calm' SWAN
CATTY EDITOR
CLAIRE 'barbie' COULTHARD
DEPUTY MIAOW EDITOR
Marcus 'apeman' Hearn
MOTHER'S LITTLE HELPERS
Sam 'patience' Hickman
Radion 'Jim' Automatic
Ed 'deep pan' Lomas
DESIGN FREELANCE TRAWLERS
Nikki 'cabbie' Creed
Dave 'surprise' Kelsall
AD MANAGER
LIZA 'looked nice' HAWKES
BREAKDANCING BLOKE
IAN 'delivery' THOMPSON
PRODUCT MANAGER
TINA 'Deadly Skies' HICKS

SPECIAL THANKS TO:, Eurocom, Marc at GT, Maz (yet again), Gav, Rich and Ali, Dex. Frontline. Woody.
SPECIAL NO THANKS:The Canadians.

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COMPETITION RULES
Employees and suppliers of EMAP IMAGES and their relatives are not eligible for competitions. There is no cash alternative for any of the prizes on offer. And you can forget those multiple entries too, fella!

Come on down to Tragic Pizza! Buy one large supa-dupa with fish cake topping, and we'll give you a piece of bog paper absolutely free! We've got 100,000 budgie-cage liners to give away today!

And now the audit's nigh,
And you must face the final curtain.
You thought, you'd have a week,
But in this game, nothing is certain.
When on the shelves it's clear, no need to fear.
We blow you a-way.
And more, much more than this, we did it our way.



KOMBAT BEGINS

NOTHING IN THIS WORLD HAS PREPARED YOU FOR THIS

WORLD EXCLUSIVE!

FIRST DEVELOPMENT PICS OF THE SATURN GAME

The following shots are the only ones of MK3 on the Saturn in existence: fact. No other magazine has access to these shots: fact. Anything else you might see on 'Saturn MK3': fiction. Following our own enquiries with GT, the exclusive publisher of MK3 on the Saturn format, we were invited to the busy Eurocom offices in Derby to see their initial work on the conversion. Now, ten weeks into development, Eurocom have placed a *&%&-hot team on the job, and this is what they have come up with. They're aiming for a perfect conversion, and to that end, they've used Williams', the arcade developer, own libraries for backgrounds, fighters, front-end intro and sound. Eurocom have access to everything Williams used to prepare the arcade game.



EXCLUSIVE NEWS!

THE WHOLE STORY

The earliest part of the project to take shape is the intro mode, which resembles that of the arcade's rolling attract sequence closely. High resolution storyboards, showing the entry of each of the fourteen characters, are picked randomly.





VITAL STATISTICS

The Saturn displays at a slightly lower resolution than the MK3 coin-op, so Eurocom are adjusting the graphics to compensate. The reduction will not be noticeable to players. However, a second adjustment is needed to keep the player sprites in proportion to the screen, with the Saturn version shown on normal TV ratio, and not the widescreen of the arcade. The reduced images are still the largest character sprites attempted on the format.



Yet again... I'm a little teapot, short and stout.



YOU HAVE BEEN CHOSEN TO REPRESENT EARTH IN MORTAL KOMBAT. ALTHOUGH YOUR SOULS ARE PROTECTED AGAINST SHAO KAHN'S EVIL; YOUR LIVES ARE NOT. I CANNOT INTERFERE ANY LONGER AS YOUR EARTH IS NOW RULED BY THE OUTWORLD GODS.

THESE ARE THE WORDS OF RAYDEN

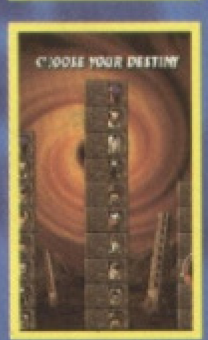
MOUNTING EXCITEMENT

What could we possibly add to the story to excite you? As yet we can say nothing, but GT passed on some information about their Saturn MK3 being somewhat 'deluxe' in nature, kinda 'Limited Edition'. The nature of this may indeed be related to a near-future coin-op related to MK3. All this is purely speculative, but we do love to tease.



DURING THIS TIME, KAHN HAD A QUEEN. HER NAME WAS SINDEL AND HER YOUNG DEATH WAS UNEXPECTED. KAHN'S SHADOW PRIESTS, LEAD BY SHANG TSUNG, MAKE IT SO SINDEL'S SPRIT WOULD SOMEDAY BE REBORN; NOT ON THE OUTWORLD, BUT ON THE EARTH REALM ITSELF.

The intro is already absolutely flawless.





PREPARE FOR KOMBAT – ON FILM!

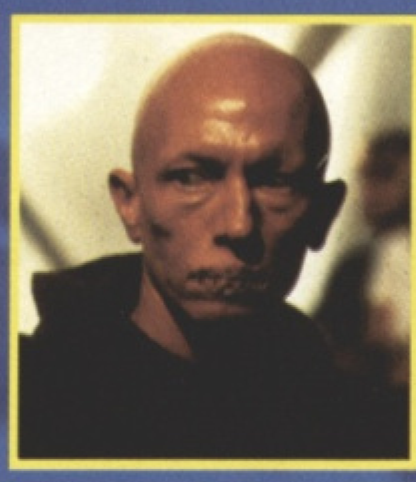
NEW MOVIE
BY
FIRST INDEPENDENT
RELEASE
OCTOBER

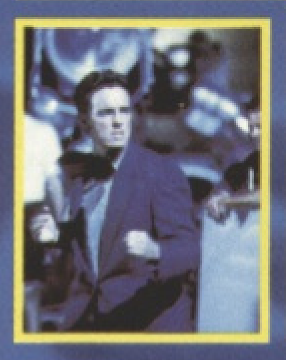
Movies based on video games — they keep on comin'. Following the shambles of Super Mario Bros. and the dubious delights of Street Fighter, Mortal Kombat throws its hat into the ring for an Autumn release. It opens in August in the states, as a pretty major release, and MEAN MACHINES will bring you news from the press screening before then. Should tie in nicely with MK3 the game.

So why should a movie based on a combat game succeed where others have failed. Well there are some promising factors. The movie is financed by New Line Cinema, America's biggest independent filmmaker, which created the Nightmare on Elm St. movies. It's has also been directed by Paul Anderson, a young Brit director who did urban warfare flick 'Shopping'. Mean anything?

No? Well, what about the the effects wizards behind T2 and dracula and the computer graphics studio who worked on Death Becomes Her. As for the movie, it's set in the infamous 'Outworld' with Christopher Lambert (yes, Highlander) playing Ray cd forcing the other competitors to 'overcome their inner fears'. Hopefully they'll take enough time off meditating to kick the living willies out of each other which is the reason, let's face it, that we paid the entrance fee for. We'll keep you informed.









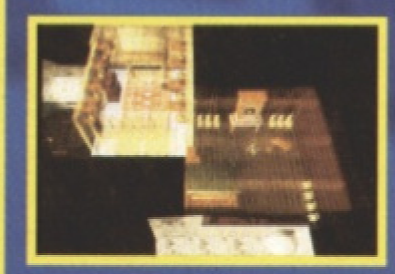
DIAL D FOR MURDER

NEW GAME
BY
ACCLAIM
FORMAT
SATURN

Acclaim have been relatively quiet about 32bit stuff, after the initial hype on Alien Trilogy and their Duel Motion Capture game. Now in Japan their first Saturn title, D's Dining Table, or plain 'D', is due for release. It's damned odd, and not the stuff for kiddiewinks in pyjamas.

Firstly, the game plays through fantastic rendered scenes, similar to Sega's Mystery Mansion games. This does mean there is limited interaction, and the action is mostly puzzle-solving. But there is an off-the-wall plot. You play the heroine, Laura, who's father is a psychopathic murderer. After witnessing his grisly handiwork in a hospital, you are mysteriously drawn into his mind to confront him. Cue scary music and a few shocks. Needless to say we love it so far.

More on how this Agatha Christie effort develops





THE COMPO TIME FORGOT

COMPO
BY
US GOLD
FORMAT
GAME GEAR

of our lord 1995, that US Gold did offer some copies of their excellent James Pond: Operation Starfish game on Game Gear to give away in a compo. And gawd luv us, if Gus didn't keep forgetting to stick the damn thing in the mag.

With the result being we have five copies of the filthy things lying under t' desk, just begging to be won. And it also gives us the chance to remind you that it's a fun game which scored 88%. So go for your buzzers now!

Q:What was the name of James Pond's sports compilation game:
A:Aquatic games
B:Acrobatic games
C:Asiatic games

Answers on a legible material to: GIVE US A MOULDERING GAME GEAR CART, MEAN MACHINES SEGA, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. And the five drawn from the lavvy get a game without further ceremony. It's as simple as that.







NEWS SPECIAL

KILLER BULLFROGS LAUNCH GAME



Gus took a trip down to the sumptious apartments of Bullfrog in Guilford to see early work on a whole host of potential Saturn projects, that should establish the company on the format for the rest of this year and well into

FUN ON A RUG

NEW GAME
FORMAT
SATURN
ETA
NOVEMBER '95

After Hi-Octane, Bullfrog are planning to blitz the Saturn with a conversion of their massive PC hit, Magic Carpet. It's an extension of other ideas Bullfrog realised in strategy games like Populous, but with more action. You play a magician travelling over landscapes, incredibly drawn in 3-D using a mathematical generator. You collect mana by zapping creatures, and using the power to develop awesome new spells with which to destroy citadels of evil, and build your own fortresses. It's subtle, complex and an extremely cool blast, and the Saturn version is going to be spot on.





DUNGEON KEEPER

NEW GAME
FORMAT
SATURN
ETA
EARLY '96

With this game, Bullfrog are delving into traditional RPG territory, and attempting to turn it on its head. Dungeon Keeper takes place in the familiar catacombs of adventure games, but this time the realm is under your control. You are the unpleasant force at the centre of the labyrinth, guarding your treasures from the airhead elves and fanatical paladins who misguidedly chose the path of good. From an amazing scrolling plan perspective of your lair, you can keep tabs on the bodycount. Being an arch denizen isn't a guarantee of popularity. Paying the forces of evil lots of cash, or indulging in ritual sacrifice is the only way to stop the skeletons from going on strike.

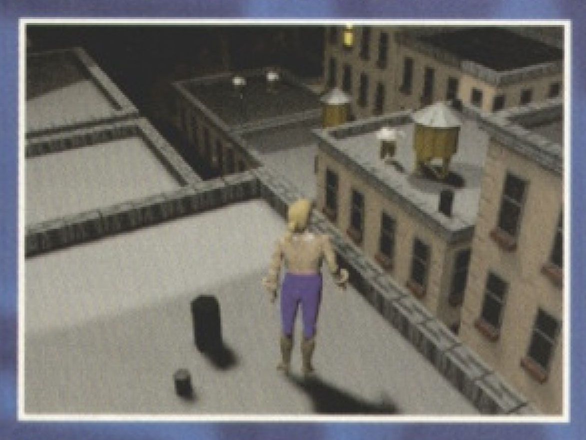




THE INDESTRUCTABLES

NEW GAME
FORMAT
SATURN
ETA
MID '96

Superhero games have been produced by the good and not so good. There is no shortage of underpant heroes with a license. Bullfrog are creating a superhero game, but one on their own terms. Set in a fictional city, you choose to play one of several characters who discover their super powers, and find out ways of putting them to use. The powers are within your own definition, but work on the game is so early that just what the characters will do is a mystery. The city is already taking shape as a 3-D demo flight, and the finished game will give you the freedom to whisk around like Superman looking for people in distress.







SYNDICATE WARS

POTENTIAL FORMAT
SATURN
ETA
LATE '96

Here we get really naughty, as it was made quite clear that no Saturn version is underway or is planned in the near future. However, Syndicate Wars is such a significant game that Bullfrog should get round to converting it, should it generate the expected interest of Playstation owners. It takes off from where previous PC/Megadrive game left off, but goes way beyond it. An amazingly malleable 3D world of streets and buildings is created, all of it destructible, and the game's depth and sophistication is incredible. There are even video adverts incorporated into the isometric view. We don't wish to set false hopes or pretend that this is other than a Playstation project at present. But mark our words, It WILL come.









NB: These are Playstation shots

SIM HOSPITAL

NEW GAME
FORMAY
SATURN
ETA
MID '96

No pics to show, but we have seen the game in development on PC and it's looking good at an early stage. You take control of a hospital, displayed on a scrolling isometric map, Theme Park-style. There are four historical periods, covering the days when medicine was a leech and anasthesia came in the form of a large mallett, to brain scanners and talking kidneys. Bullfrog have revealed that they've dumped the idea of using real diseases, which may have caused offence or distress, and that the ailments will be 'fun'.



SUMMER STUNNA

NEWS UPDATE
SATURN
FROM
SEGA

News of how the Saturn is progressing, according to the games 'industry'. Very well, and better than some killjoys had expected. In the first couple of weeks, Sega estimate to have sold around 10,000 Saturns, and Daytona USA did incredibly well by jumping to No.2 in the CD format chart within the weekend launch. Basically the Saturn is selling more software volume than the 3DO, which has been out for over a year. Alongside this, the Saturn has 'done the ton' in America — 100,000 in three months. Amazing that some firms like Philips can be so sniffy about such figures, when their CD-i machine took three years to sell that amount — worldwide!

LEAPIN' LIZARDS

NEW GAME
BY
CRYSTAL DYNAMICS
FORMAT
SATURN

The 3DO's one and only platformer of note, GEX, is being translated to the much more excellent Sega machine. Crystal Dynamics plan a close conversion of their moderately successful multi-level lizard quest, including the vocal humour of Dana Gould, some American TV comedian. It'll be just one wise-cracking level after another.



EXCLUSIVE NEWS

REMIX IS ON!

UK RELEASE
BY
SEGA
FORMAT
SATURN

Sega have revealed they plan to bring Virtua Fighter Remix to the UK as early as October, slipping it in before the launch of VF2. It's unclear whether a box set like the Japanese Campaign Edition will be released, but they are planning a limited edition CD with extra goodies on the disc at a 'special price'. Intriguing.

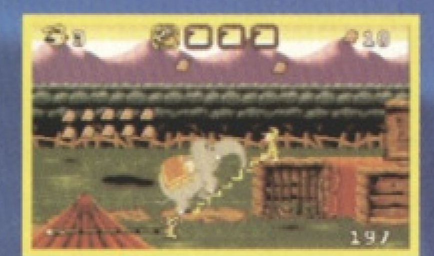
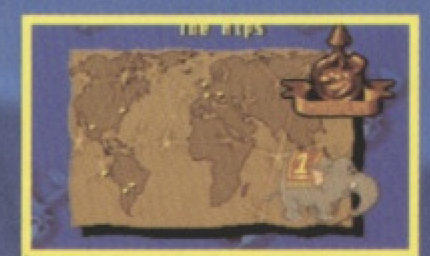
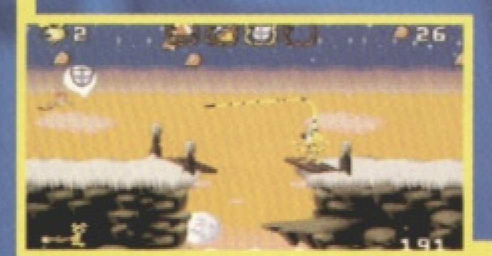
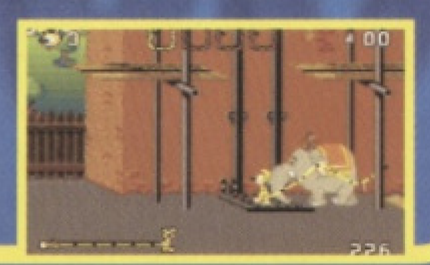


EXCLUSIVE NEWS

HOUBAI

NEW GAME BY SEGA
FORMAT MEGADRIVE

Sadly, too late to preview this month, we've seen a potentially smart little Megadrive game from Sega. Marsupilami is a bit of a mouthful, but is a cute Disney creation that has them spellbound in France and Belgium. His animated adventures are now a Lemmings-style scrolling puzzle game, with Marsupilami using his bizarre elongated tail. Its many functions are used to guide his stupid elephant friend, Belloni across a series of side-scrolling landscape. We are impressed by the original approach and hope to go straight to review next month.

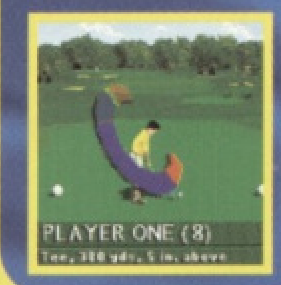





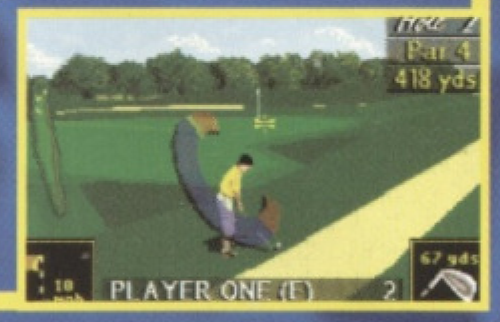
ENERGETICS

NEW GAME BY EA
FORMAT MEGADRIVE







The EA Sports catalogue has gone through one of its regular dust downs, with new versions of your old chart-topping faves being touted around. Fifa you know about, but stand by for PGA '96, which does take a new graphical approach to the game. The flat perspective graphics have been replaced by contoured poylgons. All new golfer animations and EA's new control pointer doobry make this more of a change than PGA 3 or European edition. Also prepare for an NHL '96, which EA claim returns to the old fashioned gameplay values of the original. It's fast, less fussy and has all the fight-

EXCLUSIVE NEWS

ANIMAL QUAKERS IN THE SOUP

NEW GAME BY DISNEY
FORMAT MEGADRIVE

What is it with Disney and ducks? After Donald, Hewey, Dewey and Louie, the Ducktales mob and Darkwing Duck, the shape in the night or something, it looks like a clear case of duck fixation. Due to be intensified with their current pet project, Maori Mallard. We reported the project rumours last month, and now we've actually got screenshots. As one of several Disney projects due this year, Mallard is going to be a rollockin' platform game, with the usual exquisite Dinsey trademark animation. More on this one next month.

MAKE IT A BLOCK-BUSTER NIGHT

NEWS FROM BLOCK-BUSTER
FORMAT SATURN

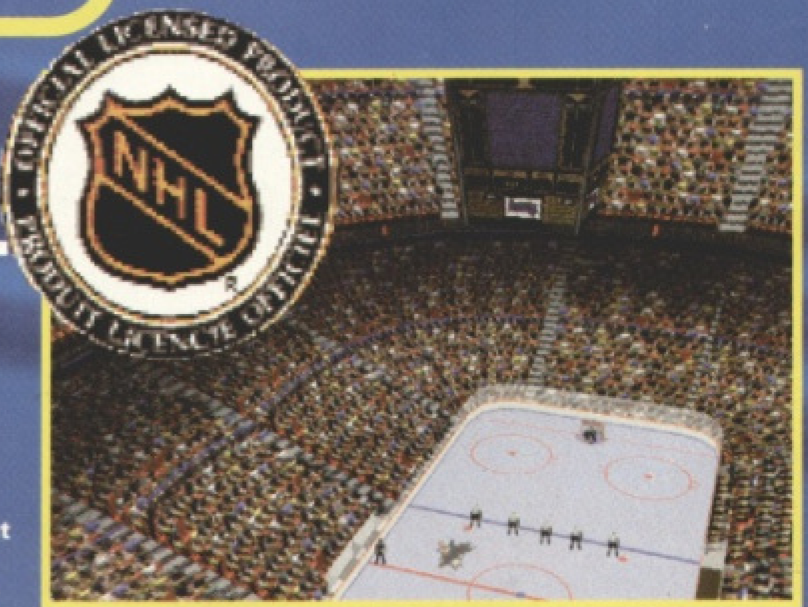
For those too skint or cautious to have a Saturn already, you might want to take advantage of Blockbuster video's rental scheme. Take a Saturn home over the weekend for a tenner, and pick some new titles to go with it. We think it's the perfect way to try out the machine.

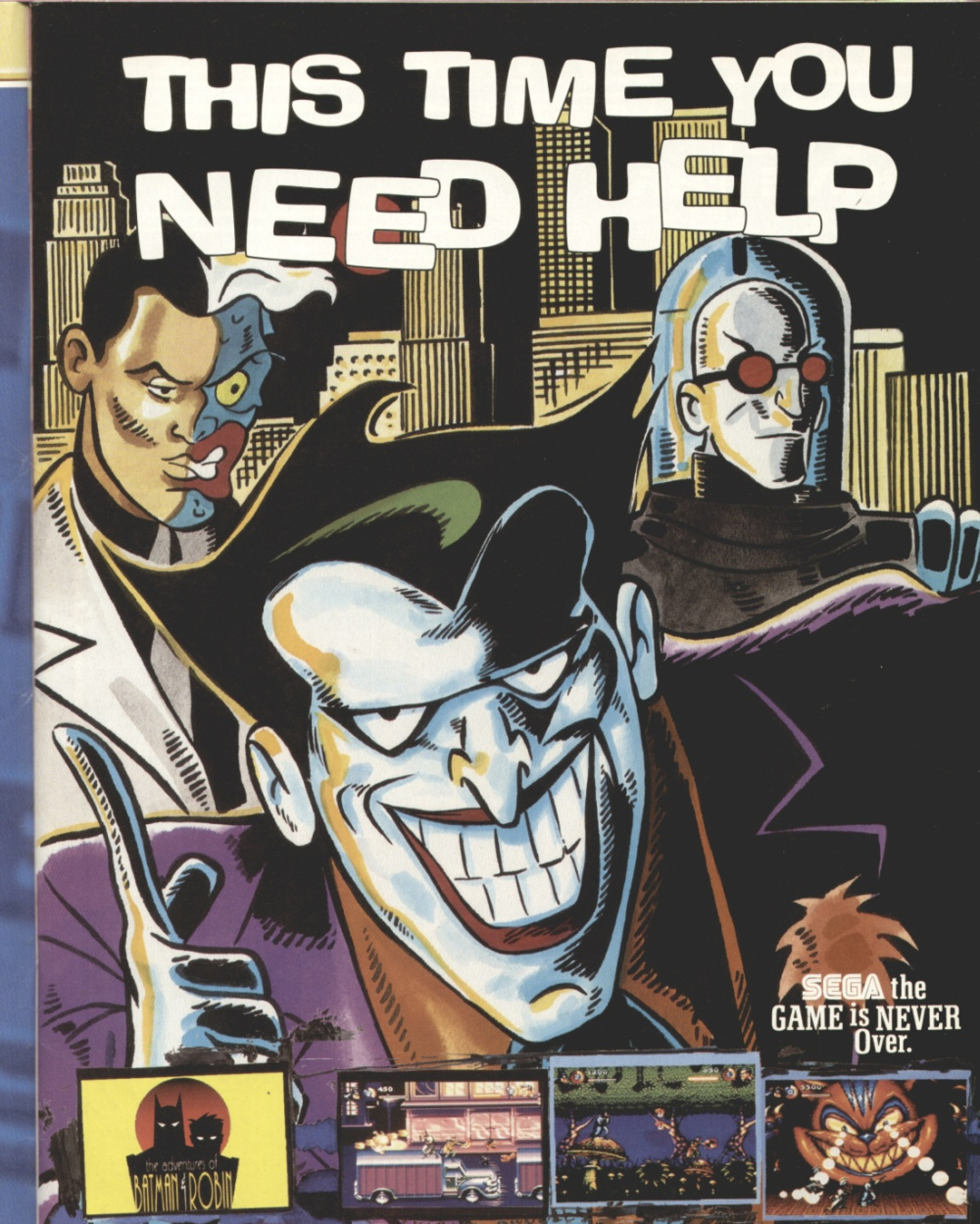
OUR SPORTS CLOSET CORRESPONDENT WRITES

NEW GAME BY EA
FORMAT SATURN



The next game to get the Virtual Stadium treatment from EA is NHL Hockey. Their celebrated ice-dance simulation uses many of the presentational feature revealed in our Fifa '96 feature. These include a dynamic camera with multiple angles, incredible effect of surround sound and a clearly visible sin bin. Hopefully out in the tail end of the year, or soon after.





THIS TIME YOU NEED HELP
SEGA the GAME is NEVER Over.
the adventures of BATMAN & ROBIN
MEGADRIVE
© 1995 Sega Enterprises Ltd.
An all new action game for one or two players.
Batman and all related elements are property of DC Comics. TM & © 1994 All rights reserved.

NEWS SPECIAL

I'LL GET DRIVE THRU





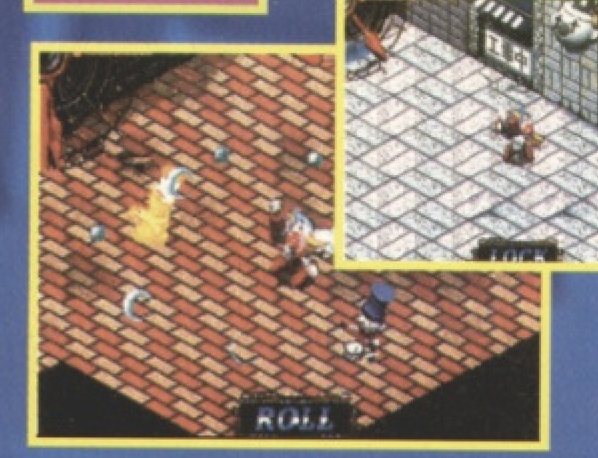
With a ton of games clinging to the promotional wings of Batman Forever, Sega offer more on their Mega CD game of the Animated series. Quite different to the scrolling platformer on the Megadrive, this is firmly set behind the wheel, giving the batmobile and other vehicles a good clear out. Cartoon cut sequences too.




MONSTER MASH

This month's 'looks promising' award goes to the oddly named Steamgear Mash. It's a colourful isometric arcade adventure of a like not seen on the machine before, starring a utensil stocked robot, and covering all kinds of gamestyles. The rendered graphics look fab, and basically we want this one converted now.

NEW GAME BY SEGA
FORMAT SATURN





NORMAL WISDOM

NEW GAME BY SEGA
FORMAT SATURN

Shining Wisdom is a tasty looking Zelda/Soleil RPG clone that's due for an imminent Jap Saturn release. Catch our review next month!

MUMMY DADDY!

UK RELEASE BY SEGA
FORMAT SATURN



Yumemi Mansion, has been deemed appropriate for a Saturn release some time next month. It's a puzzle adventure using clever walk-through graphics like Acclaim's new 'D' game (see news story). Yumemi is basically an extended version of the Mega-CD's Mystery Mansion and is of interest to a niche market.



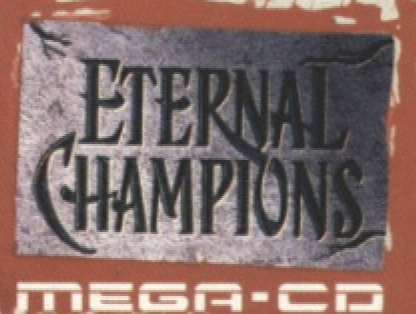
YOU DON'T SAY...

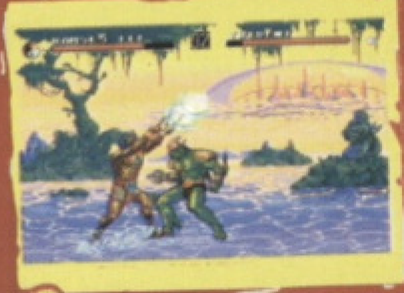
Ever more squeezed gossip from the depths of Hades...

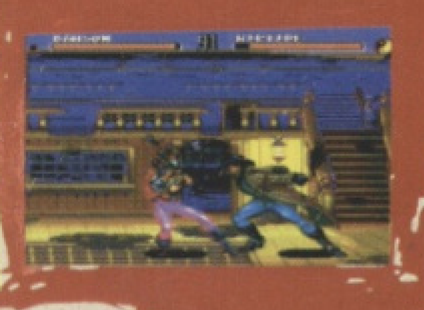
This month's sleaze section follows a hilarious story of a little snag over Ocean's Putty Squad. No probs with the game, but seemingly there's a little dispute over payment with the programmers. In the heat of 'negotiations' someone threatened to reveal a time bomb cheat within the game that shows nudey woman and filthy obscenities, inserted for 'insurance purposes'. Our advice — get looking.

News of Disney's entry into the market is ever forthcoming, with new projects like Gargoyles being revealed. Unfortunately they're being extremely tight with materials at this stage. Copy approval for every screenshot, guys?

On the subject, Virgin's Pinocchio is now being handled by Sega directly for Disney and won't appear until the first half of '96. Other delays involve Acclaim sending Total Football back for reprogramming after finding some nasty bugs. Talking of which, Sega contacts have revealed that Bug 2 is in the pipeline, after the immediate response of US Saturn owners who went on-line to express their approval. Finally price cuts: Nothing official, but expect a £349 stand alone Saturn soon, and discounted machines nearer £300 for Chrimble!









SCARE YOURSELF STUPID

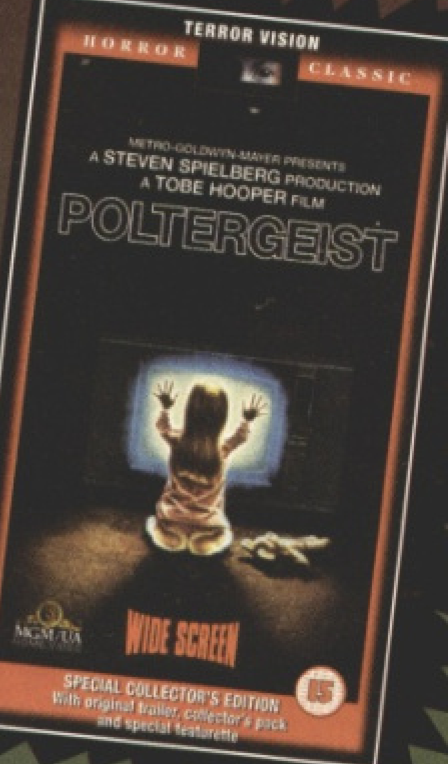
For those of you who missed out last time, this is another chance to dignify your scantily stocked video shelves with some quality free stuff from Warner Home Video and Beyond Vision. Warner's Terror Vision label regularly releases the best classic horror films from its vaults, and they've given us four of their latest titles to give away in this MEAN MACHINES compo.

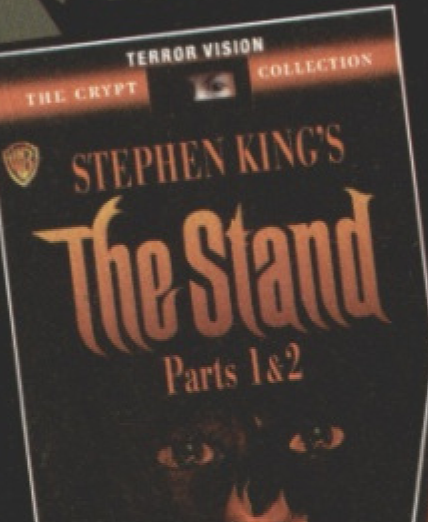
This month we're getting really scary, kicking off with a couple of trouser-soiling numbers from the terrormeister himself, Stephen King. The Tommy Knockers stars Marg Helgenberger (and a load of other people we've never heard of, but don't let that put you off) as a writer who stumbles across a half-buried object in a wood which transforms the local town into a place of unrestrained insanity and general unpleasantness.

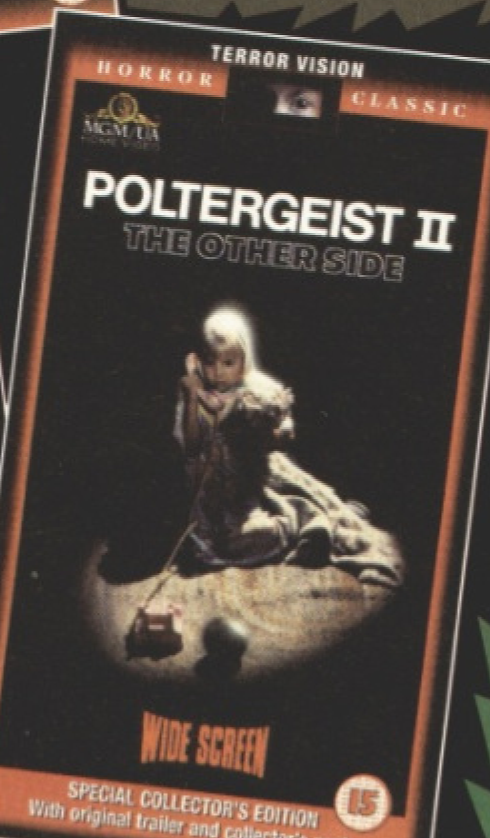
The Stand checks in at nearly six hours and comes in a twin-tape double-pack. It stars a few people we've heard of and tells the story of a deadly virus that wipes out most of the planet's population. The few survivors find themselves torn between two new forces – the benevolent Mother Abagail, and the satanic Randall Flagg who, needless to say, isn't exactly what you'd call a good influence.

Our lucky winners will also get videos of Poltergeist and Poltergeist II – The Other Side, both released in their original widescreen for the first time. The films tell the story of an average Californian family who are kidnapped, tormented and generally terrorised by an awesome supernatural force with a predilection for unmarked graves and television sets. Both films come complete with their original trailers and a set of special collectors' cards.









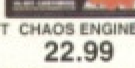
We've got 5 sets of the The Tommy Knockers, The Stand, Poltergeist and Poltergeist II to bung out, so to get your hands on some freebies simply tell us the answer to this puzzler...

Name any Stephen King novel aside from The Stand and The Tommy Knockers.

There. Easy. Put your answer on the back of a postcard or sealed down envelope and send it to:

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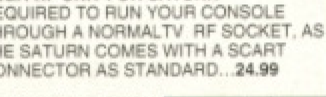


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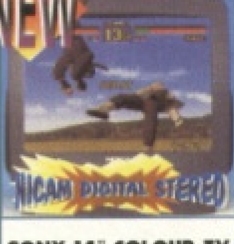



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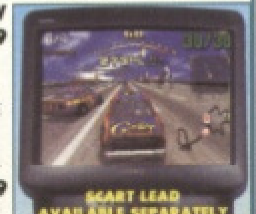



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FIFA SOCCER

EA sports has proved a phenomenally successful label over the last few years. It represents the pinnacle of 16bit programming, with such innovations as the isometric pitch of the original Fifa Soccer, four-player action through EA's own multi-tap design, the dot-matrix displays, dynamic sound effects — with crowds reacting to the action on the pitch, and the trademark of huge arrays of player-defined options.

Hockey, golf, tennis, rugby have all been covered, but mostly football. This autumn, EA will unveil their second update of Fifa Soccer, Fifa '96, with an updated front end and markedly better player animation. Gameplay has also been tweaked from Fifa '95 to combine the celebrated realism of the previous games with speed which was somewhat lacking.

But the release of a further refined Megadrive game is sure to be overshadowed by one of the most eagerly awaited Saturn games since its launch, also titled, somewhat unoriginally, Fifa '96. The name is perhaps all they have in common. The Saturn version of Fifa will break new bounds in several areas, and should hopefully blast Sega's limp Victory Goal out of the park. The job has been done by the boys at Probe in Croydon, whose work is no stranger to the pages of MEAN MACHINES. The Saturn version has not been developed in isolation, but alongside other next generation platforms like Sony's Playstation and PC CD-ROM (though not at Probe). There are similarities between these version and Fifa on 3DO (regarded as the best game on the machine by far) as they utilise the 'Virtual Stadium' technique for 3D presentation.

There is still some two months of work before the game is pressed and out in time for Christmas. There are few things that spring to mind which come above this on the MEAN MACHINES wish list.



WELCOME TO GRANDSTAND

Here is your first view of Fifa — a stunning rendered intro taking you across the Virtual Stadium.





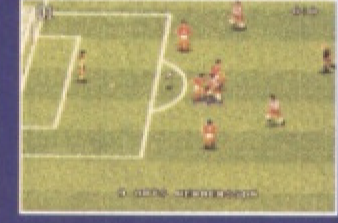


CONSOLE SOCCER — THE HERITAGE.

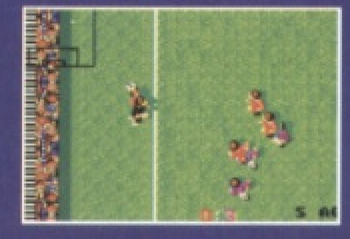
ITALIA '90
Sega's first stab at soccer on their new Megadrive machine. Despite the license it was mega poor.



EUROPEAN CUP SOCCER
Virgin's singular attempt to crack footy. One of their more forgettable efforts.



SUPER KICK OFF
Some people thought this was okay. They were sadly deluded. Aggressively unplayable.



FIFA SOCCER
Blew everyone away when it first appeared. Fast, fluid and realistic. Flagship of the EA Sports range.



SENSIBLE SOCCER
A favourite of many, it's more tabletop football than serious soccer. Fun all the same.





A 96
ER
SPORTS
ELECTRONIC ARTS
FIFA
SOCCER 96
FIFA
VIRTUAL STADIUM
V
MEAN MACHINES SEGA

THE SATURN STORY



ALL-SEATER STADIA

The starting point for Fifa '96 is the Virtual Stadium, an idea and a technology that EA plan to use in future next generation sports games. The Virtual Stadium makes the game look as much like a televised football match as possible with suspended cameras moving instinctively with the action. Compare this with the flat, limp graphics enveloping Victory Goal. In Fifa '96, the intention is to make you feel you are participating in the drama of a Premier league or International match. Hopefully, like Fifa on the 3DO, there will be a choice of different ground styles, from the Wembley lookalike to the grandiose modern designs of the Italian Serie A.

VIRTUAL STADIUM SOCCER





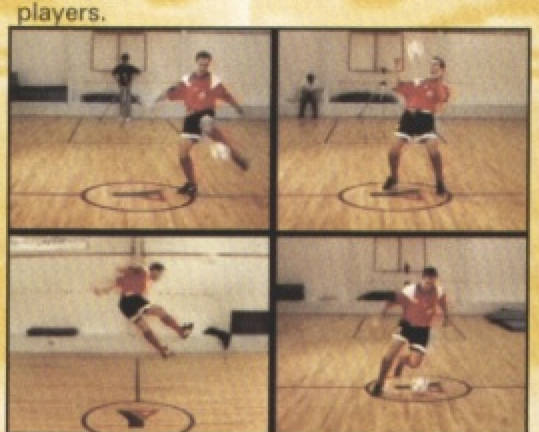


Unfortunately there are no girlfriends standing on the sidelines to run after the ball.

LEARN TO WALK, LEARN TO RUN

If any factor propelled the previous Fifa games into the superleague, it was the stunning animation. That proposed for Fifa '96 will blow away anything seen on 16bit, or the 3DO version for that matter. Initially, EA filmed real players performing the manoeuvres of the game. From there, the principal points of the body can be mapped moving through the path of the manoeuvre, giving a faithful portrayal of human animation. The next step is to take these into a 3D modelling package to produced rendered players. A wireframe image is created for each frame, giving the outline, which can then be 'cleaned-up' by the animators. The final stage is shading, with the palette for each team strip overlayed. Light-sourcing effects are added to give extra realism. Fifa '96 will feature the largest range of animations yet, with spectacular shots played instinctively, even by computer players.







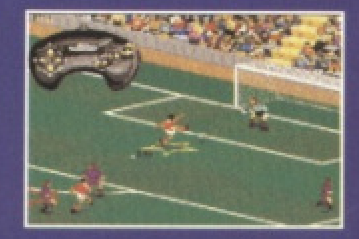
RYAN GIGGS' SOCCER
One of Acclaim's worst ever gaffes. Yet another big name faces ritual humiliation.



WORLD CUP USA '94
US Gold's turn to fall foul of the curse of console football. Too much strategy, too little gameplay.



FIFA '95
The first update ironed out some gameplay flaws and improved the presentation.



ULTIMATE SOCCER
Sega's eight-player fiasco that was incredibly jerky. Trying to do too much.



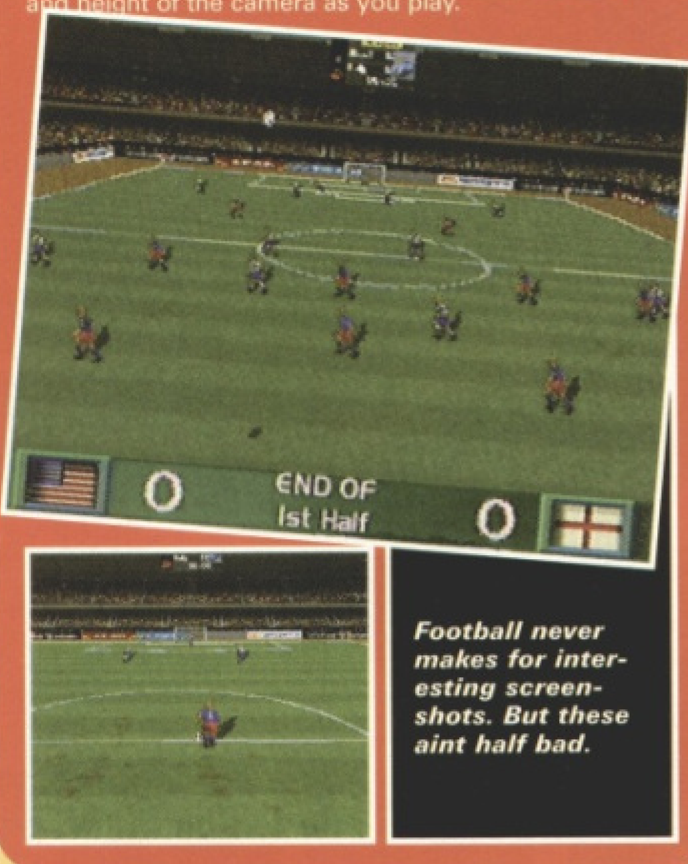
STRIKER
The celebrated SNES game was converted, but the difference in hardware made it look all the more poxy.





SCAN AND PAN

The Virtual Stadium camera is something no other developer has yet been able to match. There will be a choice of eight or more camera angles, that give you a perspective on the action from virtually anywhere, whether it be the commentary box in the clouds, or at pitch level. More conventional tracking is available, offering horizontal or vertical panning. Two further perspectives are in consideration. One is a net-cam, with the view positioned behind the goal. This would give an amazing view of shots being taken. The second may evolve from the replay camera, which allows you to view the game from an overhead 'tactical' perspective. EA think it might be fun to make the game look like table football. The replay option itself is fully comprehensive, with a set of video controls allowing you to replay in slow, normal or fast speed. Going beyond a normal camera, it allows you to manipulate the angle and height of the camera as you play.



Football never makes for interesting screenshots. But these aint half bad.

MULTI-TASKING

Probe have been looking at ways to improve passing and team tactics, sometimes seen as the weak area of the game. The most noticeable new feature is a separate passing control which allows you to pass the ball to team mates which are not in the direction you are running. This makes back-passing much simpler as it does side-passing plays without coming to a halt. Presently this feature is shown as an arrow within the circle that marks possession.







When Saturday Comes... the mags will do battle at the newstand. Show us your audit, guys.



Not too exciting, admittedly.

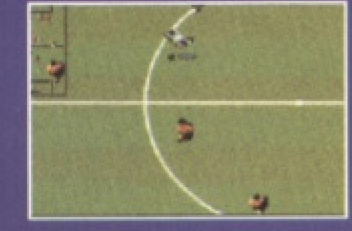
THE ADMINISTERING OF SOUND

Sound is one area where the Saturn can excel, with its fabulous custom Hitachi processor. It's also the area with the most potential for atmospherics, as Fifa CD showed. Sound is the least advanced area of the game at present, as EA try to incorporate a running commentary by John Motson! Some 7000 speech samples, covering all aspects of play and all players have already been assembled for the PC CD-ROM game. It's still unclear whether the Saturn can enjoy the same feature.

KICK OFF 3
Imagineer never got round to releasing this. Thank God!



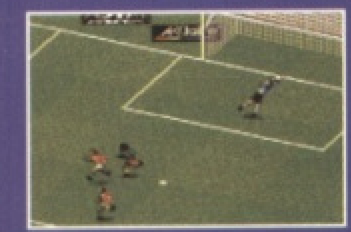
DINO DINI'S SOCCER
Virgin have another stab with a Sensible-type offering, and not half bad with it.



FEVER PITCH
US Gold finally provided a serious alternative to Fifa, just for the more aggressive fraternity.



TOTAL FOOTBALL
Acclaim take on an old Domark project . Endorsed by Les Ferdinand. Make of that what you will.



VICTORY GOAL
The Japanese fail to grasp the beautiful game by the horns, but this was the only Saturn footy option...



THE MEGADRIVE STORY

IMPROVES WITH AGE

Fifa '96 on the Megadrive presents EA with the chance to update the teams and presentation of their previous two megahits. Authenticity has always been a priority for the series, and the Fifa endorsement allows EA to reflect the true state of the game at present. So expect last season's form to come across in the team ratings.

The front end of the game has been overhauled, with the national sides presented with maps of their countries with overlayed flags (very fancy!). In the free match option, there's no restriction in pitting a national side against a local league team. Be merciless.

What remains is the comprehensive strategy element, covering formations, pitch coverage and your strategy. These are selected before or during the game. Recent soccer contenders like Fever Pitch, have tried to suggest these are unfashionable and time-consuming, but Fifa remains unashamedly the most detailed football simulation available.






NEW MOVEMENT

In play, new Fifa combines the best elements of the two Megadrive and SNES games. The new passing mechanism, described in the Saturn section, will apply to the Megadrive, allowing you more freedom to pass when running. While Fifa '95 concentrated on producing a more strategic game, with enhanced passing, Megadrive Fifa '96 goes further, with better response from your other players and a more intelligent system of player select, not just the nearest player.




THE 32X STORY

IN BETWEEN DAYS

For the troublesome 32X format, EA are taking the admirable route of designing a Fifa from scratch, taking full advantage of the additional hardware. Previously, 32X sports games have been disappointing 'enhanced' megadrive titles, making use of the 256 colour modes and improved sound sampling alone.

Fifa '96, on the other hand, looks quite different to either Megadrive or Saturn. It will feature full rotational 3D perspective and polygon-based players. These again will use rendered animation for their basis, but the characters are far bigger than the megadrive sprites. Crucially, the 32X will go some way to utilising the Virtual Stadium technology that sets the 32bit Fifas apart. Front-end wise, the 32X is up there with the other 32bit versions, with high-resolution options screens, and a simple stylistic interface, which makes the fussy isometric front-end of Fifa '95 look quite dated.






WORK IN PROGRESS

You thought Acid House was dead, but Codemasters have signed them up to produce a potential Micro Machines beater. Acid Software and Super Skidmarks, that is.

Codemasters, the small Warwickshire software house with the big sales figures, might find itself with two of its games competing against each other in the charts this autumn. This might be good or bad, as the two games, Micro Machines '96 and Super Skidmarks look set to dominate the racing game set. The prospects for Micro Machines look pretty good, considering the response to the first games, plus the prospect of a course designer.

Super Skidmarks is a debut for the Megadrive, but it does have a pedigree of being an award-winning Amiga racer. The original Antipodean creators, Acid, have seen to the conversion for the Sega console. Considering the relatively similar workings of the two machines, a perfect conversion should be on the cards.

Super Skidmarks' profile reveals it to be an archetypical Codemasters game. The graphics are crisp but not too flash, it all looks kind of kiddy and colourful, but plays like an absolute mother. Gameplay comes first. The heritage of the game is isometric multi-player racers like Atari's coin-op Super Sprint, or RC Pro Am. None of these have been given a fair shot on the Megadrive, so Super Skidmarks is something of an original, despite reprising a well-worn theme.

In any case, with a name like that to set us tittering, we've already taken the game to our hearts. When we get a chance to fully explore the game, we'll bring you an exclusive review.

PROJECT	SUPER SKIDMARKS
PUBLISHER	CODEMASTERS
INITIATED	DECEMBER '94
RELEASE	NOVEMBER '95
FORMAT	MEGADRVE
DEVELOPERS	ACID



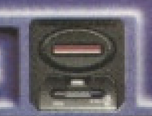
BUMP AND GRIND

'Skids is being designed as a stock car type sim, with the emphasis on bashing the opposition out of the way. You are actively encouraged to ram the other racers, or have them run into the back of you for a speed boost. Spectacular crashes are part of the fun.





Select 'Burt Reynolds' mode for hea

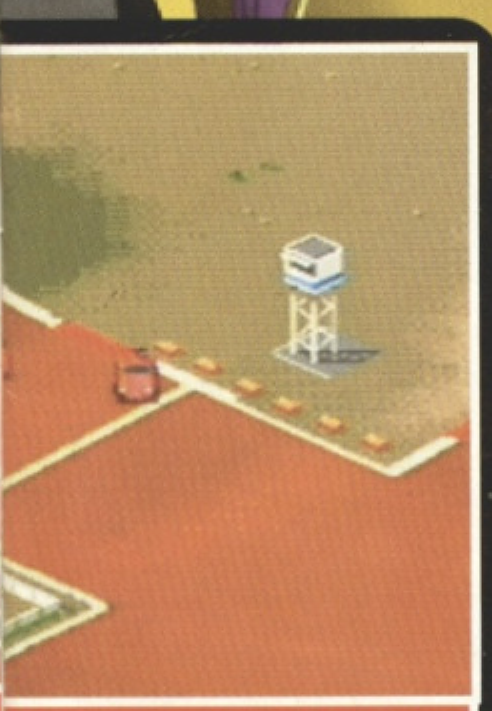


POLYMATH

The action is simple racing fare, but the programming behind it uses sophisticated mathematical routines – 'quadratic B-spline curve mathematics' to be precise. These present the undulating courses in true 3-D, recreating bumps, pits, banked corners and ramps. They also work to ensure that the interaction of the vehicles with the contoured background is as realistic as possible.



...ER
...MARKS



... hours of '70s car rally fun. Probably.



Skid your way around the world, taking in various picture postcard locations.

Pile-ups of potentially preposterous proportions are part and parcel of the skidmarks experience.

CATTLE BARRED

To give sufficient variety to the game over thirty odd courses, Acid have put together four themes that add new features to the track. These play out across ranch, rally, beach and snow backgrounds, and feature scenic obstacles and attributes much like Micro Machines. One enhancement to this is having animals running around the tracks, with horses interrupting play on the ranch courses.

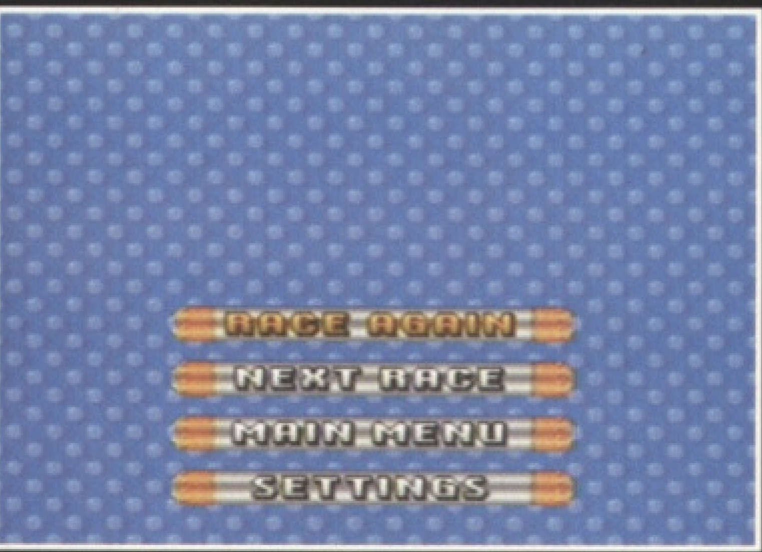


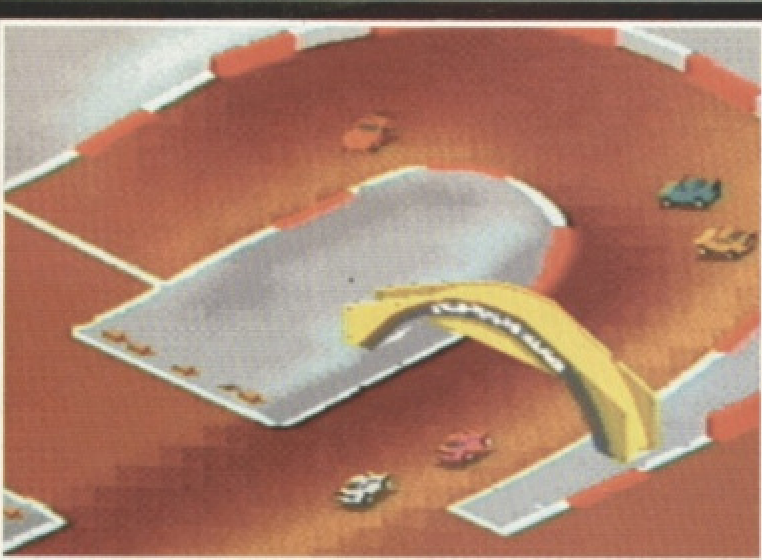
THE SHOWROOM

For those who loved the range of Micro Machines, the news of 12 different vehicle classes for Super Skidmarks should excite. These include the conventional stock cars and F1 vehicles, as well as some yuppie four-by-fours, VW Buggies and the ultimate driving experience: a cow on wheels. This lean green machine will probably do 0-60 in 8 hours, and deliver you a pint of milk into the bargain. All the vehicles were created from detailed 3-D models rendered with light-sourcing. Such detail is promised that even the windscreens will be animated with glints of sunlight.

FOUR GO MAD...

Codemasters are once again presenting the title as a J-Cart, ie a four-player game with the extra two ports built-into the cartridge. You might well wonder how an isometric racer could be played out with four human characters, but Acid are developing a split-screen option that will allow just that. For the two-player option, there is a choice of either horizontal or vertical screen-splitting.













Ooer missus! Who ever thought they'd find Bullfrog, that most dignified of developers, hanging out of the back of a futuristic racing car, legs akimbo? But that's exactly how we find them in Hi-Octane, the flagship racer that raised more than a few eyebrows when it burst onto the PC this summer.

It's going to be their second Saturn game, cutting up the likes of Magic Carpet and Syndicate Wars, which many were expecting this autumn. Maybe part of the intention is to redefine Bullfrog in the public eye, which has undergone substantial change since coming partially under the EA wing earlier in the year. Hi-Octane is a demonstration (an impressive one) of their new found diversity.

As the game is shaping up to be pretty close to the PC CD-ROM version, we can look back on the progress of that. Bullfrog developed the game in secret for almost a year to keep, as their Marketing Manager Cathy Campos explains, the concept from being ripped off by inferior rivals. The clandestine approach worked, as Hi-Octane benefitted from its shock and novelty value with high review scores. Being an excellent game helped too.

The concept is a seamless blend of racing and murder, with futuristic hovercraft flying around textured polygon tracks, blasting their opponents off the rails. For Saturn owners, the idea may not seem totally original next to Grand Chaser, Sega's own hover blaster, or those with knowledge of Psygnosis' Playstation debut, Wipeout. But Hi-Octane seems to be implemented with its own level of finesse. Screeches onto the format in October, and hopefully an extensive review next ish.





remember kids, keep on rockin'



As Lulu said — Boom bang a bang.



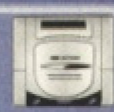
DON'T BE A SQUARE, DADDY-O.

The task of converting Hi-Octane to the Saturn (its mostly conversion work) has fallen to Andy Beale, who we first met for his conversion of Theme Park on the Megadrive. This task doesn't have quite the same challenge of squeezing a quart into a pint pot, but Hi-Octane has presented challenges of its own. The most taxing, Andy relates, has been altering the 3D routines to take account of a fundamental difference in the way PCs and Saturns handle polygons. In the PC Hi-Octane, all objects are ultimately formed from triangles.

The Saturn, in contrast, constructs out of squares. As well as altering the shapes, adjustments must be made to the texturings, as applying textures over a new shape warps the effect. To make up for the headaches, Andy enthuses about the Saturn hardware. The demo was saw was running at a fair lick, and that was only using one processor. Andy was preparing to kick in the Saturn's tandem RISC 32-bit processor, increasing the speed by a factor of two at least. In fact, the general office opinion was that the Saturn, although tricky to get to grips with, was a 'luvverly bit o' kit'.



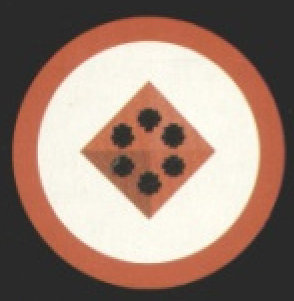
Complex mathematics recreate perfectly the entrance to Le Shuttle channel crossing.



OCTANE

HIGHWAY OF HORROR

Hi-Octane involves the giving and taking of punishment, with each of the six craft equipped to carry weapons ranging from chain guns to missiles. And these can be powered up. There's a spectacular array of explosions, and you can sustain damage to your own craft. Yet another strategic element is how you use the pit and repair lanes judiciously. Sometimes these are part of the course, but often require detours to visit. To maintain the pace, if you explode in smithereens or simply run out of juice, a race marshal craft arrives to set you right.



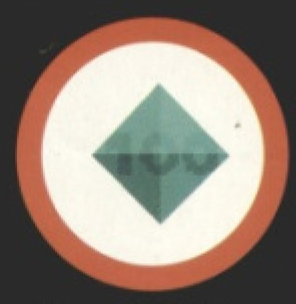
Gun boost thing.



Missile boost thing.



Speed up thing.



About 100 things.



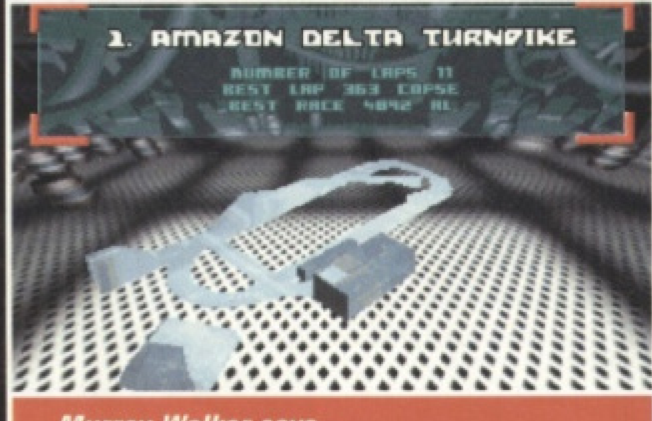
Only 10 things.



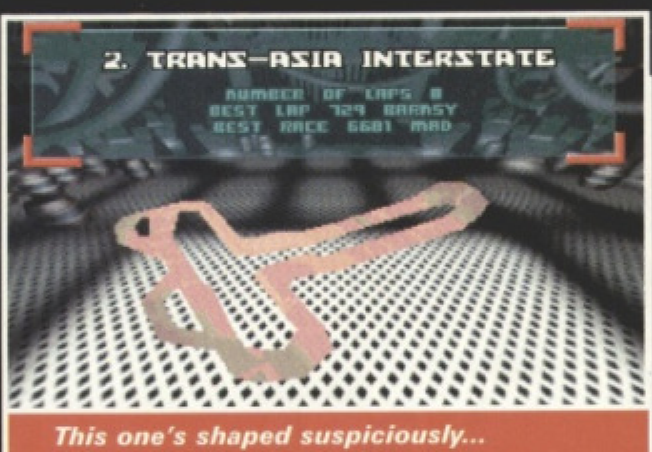
200 things.

TRACKING YOUR PROGRESS

Bullfrog would not just produce a straight racing game, with static tracks. In our opinion, Hi-Octane's most startling feature is the built-in intelligence of the courses. AI routines monitor your progress around the track, and the layout will morph to match your techniques, making the game more challenging. For example, a straight may narrow, or a bend become sharper if you are taking it too fast and wide. So although there are six main circuits, the race should never be quite the same.



Murray Walker says....

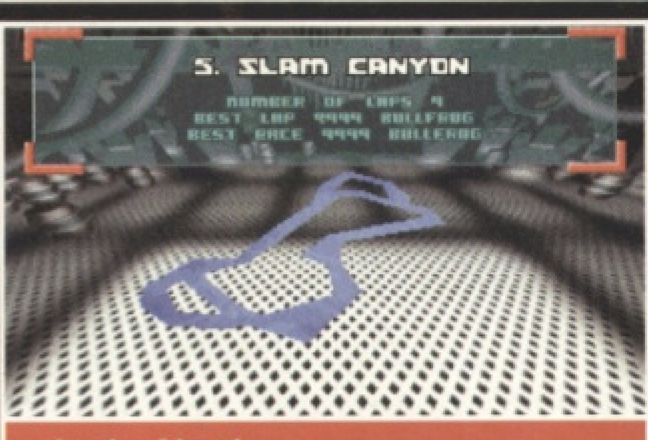


This one's shaped suspiciously...

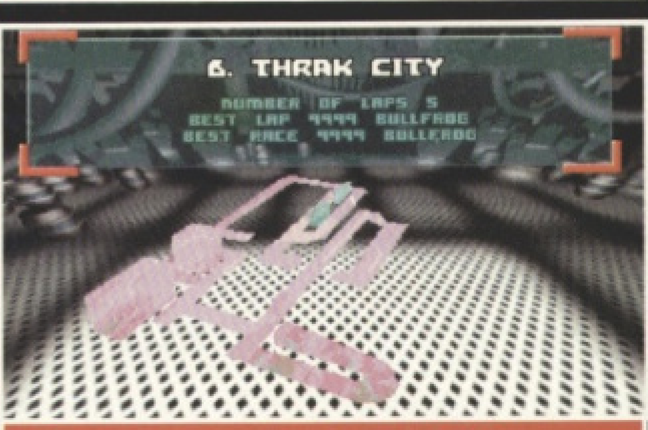
Not shaped like any dragons I know.



Interl-inking ring things.



Loads of bends...



Corners as tight as Take That's 501s.

IN CAMERA

Hi-Octane betrays a little of its arcade influences with the virtual viewpoints function. Like the celebrated Sega coin-ops of the last couple of years, the races may be viewed in any of four positions, each with its own tactical uses. The lowest is cockpit positioned, with further and higher positions, up to a bird's eye view.









Thrills, spills and vector angular chills.







DEF AND DUMB

There was one aspect wholly missing from the demo of Hi-Octane: sound. Sound on PCs is hideously complex, catering for all kinds of incompatible sound cards. Saturn sound, on the other hand, is a dream, courtesy of the amazing Hitachi custom sound chip, which outdoes any other 32bit machine around. It's hoped that Bullfrog can take advantage of that. Sampled speech will figure heavily in any case.

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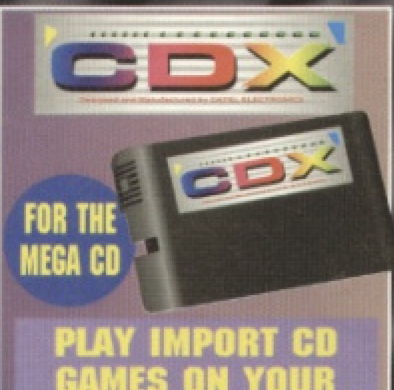
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VICTORY BOXING

Are you glass-jawed, or are those fists of fury? Punch-drunk or slap-happy? Marcus sneaks a peek at JVC's Victory Boxing on the Saturn. Seconds out, Round 1...

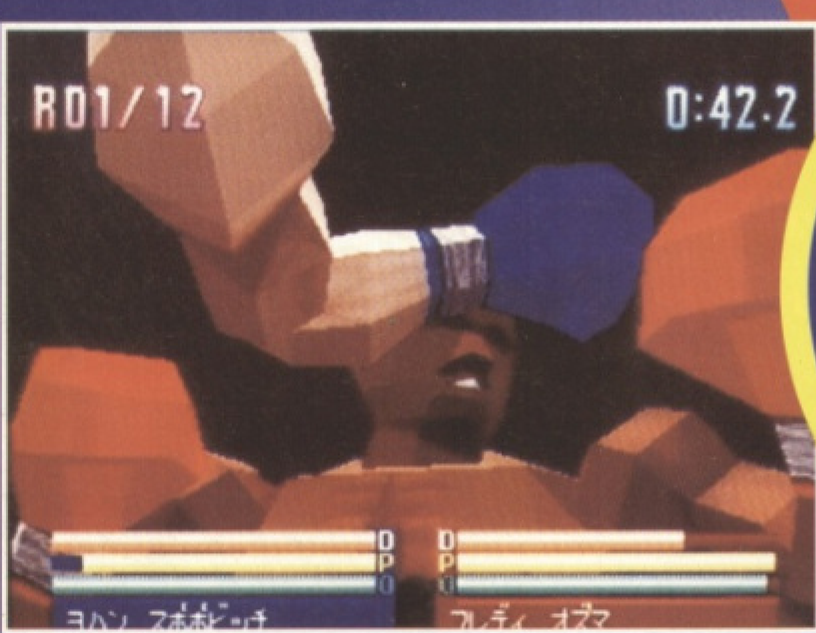
Virtua fighting of the Queensberry variety is on offer in JVC's Victory Boxing, a game that presents a more civilised edge to simulated brutality than simply finding new ways to kick your opponent's teeth out. Boxing is not a sport previously overworked on console, and the attempts on 16bit, with the exception of Muhammad Ali from Virgin, did little to raise the profile of the sport.

Victory Boxing reproduces the light footwork and heavy fistfighting of the noble art, delicately rendering 30 fighters, each with their own unique style. The player can choose a fighter to compete in one of three different modes on offer: 'Main Event', 'VS Mode' or 'Sparring'. In addition to this, up to ten fighters can be customised by the player with a choice of face and body design. These bespoke boxers can learn from their mistakes during fights, getting better as they go along. JVC have promised that head-to-head battles between custom fighters will be possible with the addition of a RAM cartridge.

The action in the ring can be viewed from ten different angles, including directly above and directly below. JVC are also building in the option to continue fighting and simultaneously act as a television director, controlling the match's camera angles. Even if you don't fancy the TV director facility, the game will keep the latest full round on record, ready to be viewed again afterwards.

JVC have also promised to recreate nearly everything else about boxing except the terminal injuries and the unpleasant smell. The sound of footwork, punches and the roaring crowd are all being simulated, together with the encouragement of your second, who makes his voice heard above everything else. Victory Boxing looks like a promising innovation that will live or die by the quality of its execution. Stay tuned for a review...





BELOW THE BELT

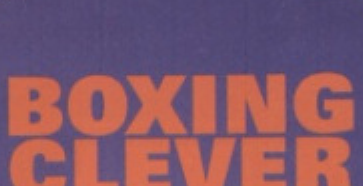
Customising your own boxer is down to a number of different variables. You decide class (bantam weight, feather weight, light weight and so on), weight, attributes and other such essentials. You can also name your character, decide whether they're left or right-handed and choose the colour of their trunks. When it comes to facial features there are 8 men and 3 women to choose from, all with appropriate vests, boobs and hair-cuts!







It's just you, him, and a big empty ring. With the roar of the crowd in your ears, the smell of fear in your nostrils, and one of those funny rubber things jammed in you gob, it's time to get pummelled.



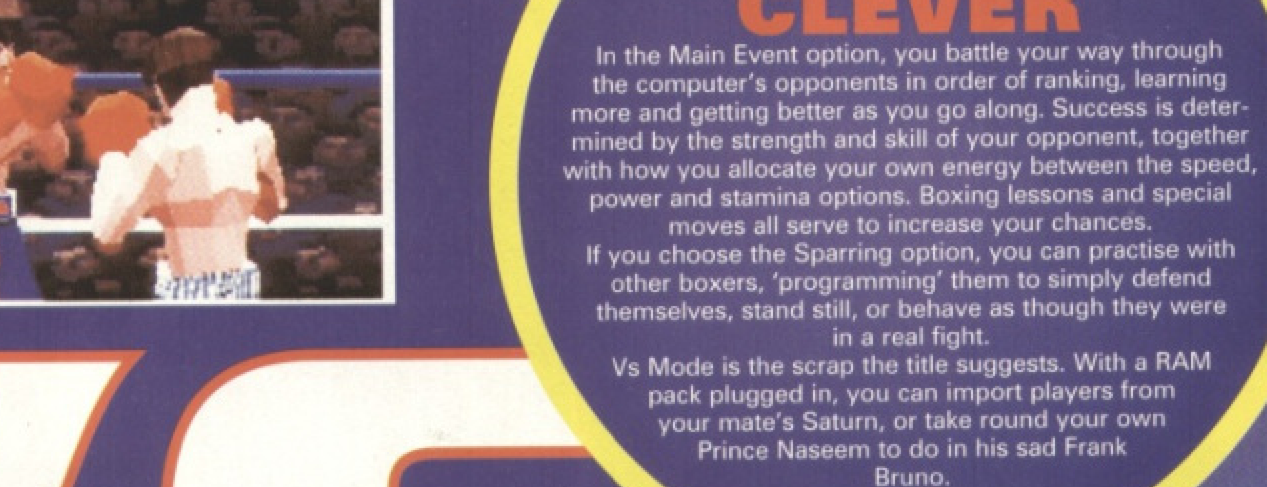


BOXING CLEVER

In the Main Event option, you battle your way through the computer's opponents in order of ranking, learning more and getting better as you go along. Success is determined by the strength and skill of your opponent, together with how you allocate your own energy between the speed, power and stamina options. Boxing lessons and special moves all serve to increase your chances.

If you choose the Sparring option, you can practise with other boxers, 'programming' them to simply defend themselves, stand still, or behave as though they were in a real fight.

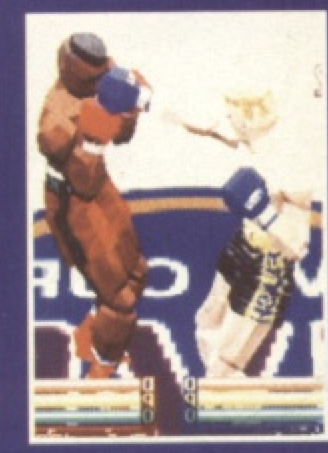
Vs Mode is the scrap the title suggests. With a RAM pack plugged in, you can import players from your mate's Saturn, or take round your own Prince Naseem to do in his sad Frank Bruno.



Ten different camera angles and the video replay option afford you hitherto unimagined opportunities to examine your savage brutality in minute detail.







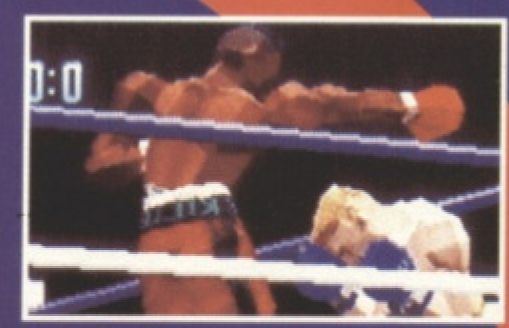
UPPER CUTS

Special moves are dependent on the kind of physique you choose for your fighter, and stay true to the sport. They include techniques such as the twisting punch, the moving hook, parrying, and, our favourite, the corkscrew.



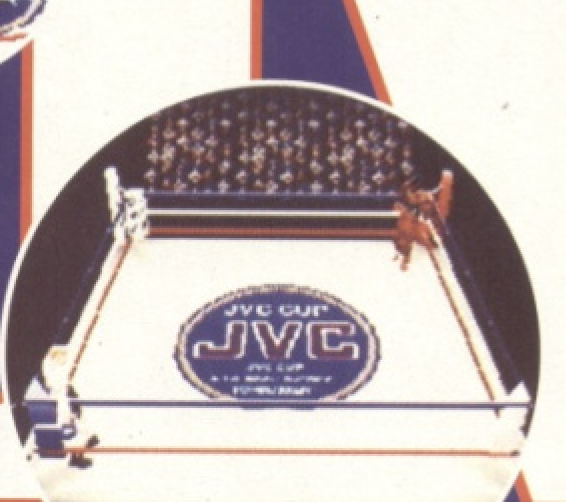
Not one of the more attractive female contestants on offer, Olga turned to boxing when her modelling contract fell through.













I think he's seen you.

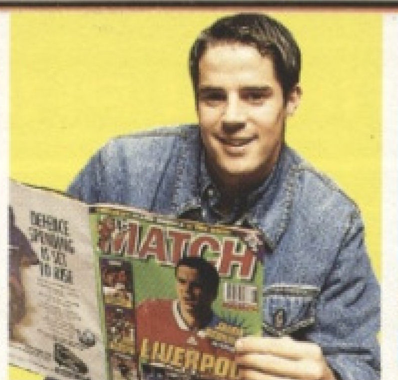
VIDEO KILLED THE PANTOMIME STAR

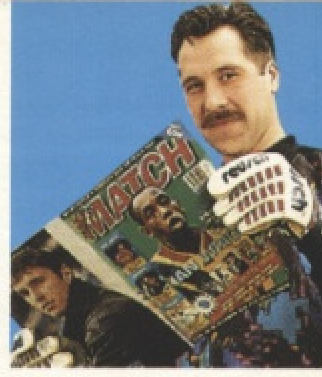
Just for the pugilist sickos, JVC have built-in a replay mode. This allows you to A) Kick someone's head in B) Watch it again. C) Watch it again in slow motion. D) Watch it again frame by frame. E)... A full round is kept in memory, and you have all the features of a high-end VCR, including speed slider, and slow-motion. Save it to a ram pack for future enjoyment.



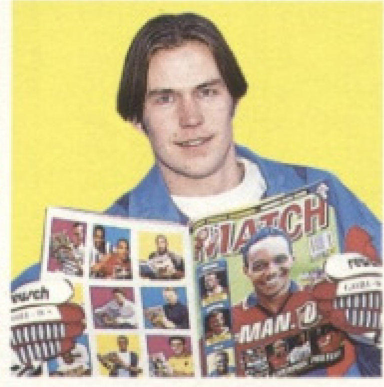






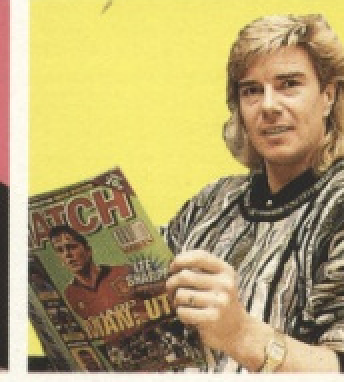


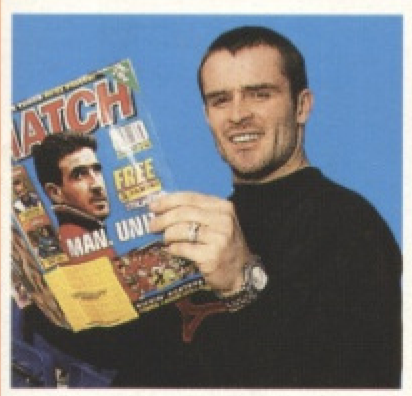




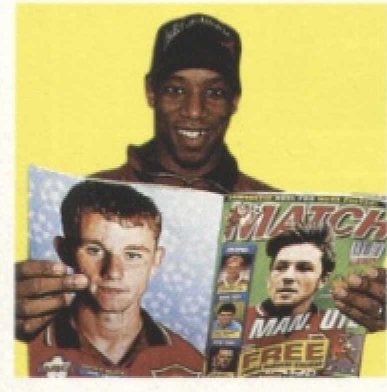


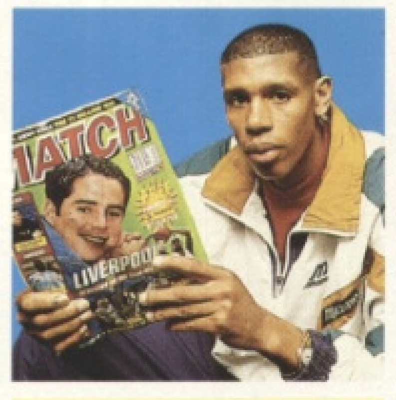






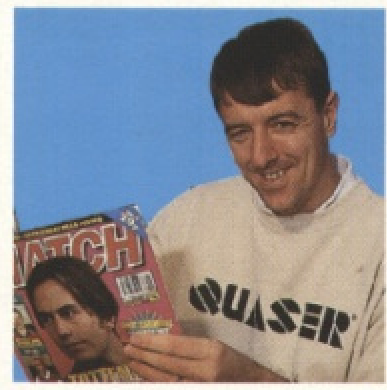


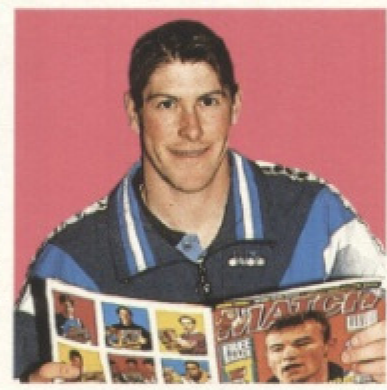






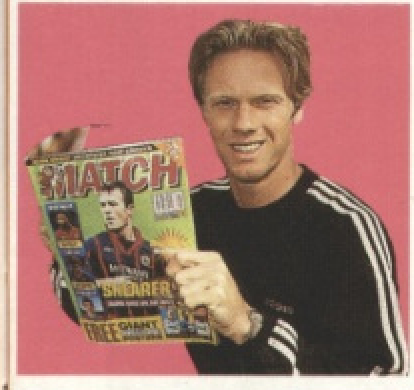






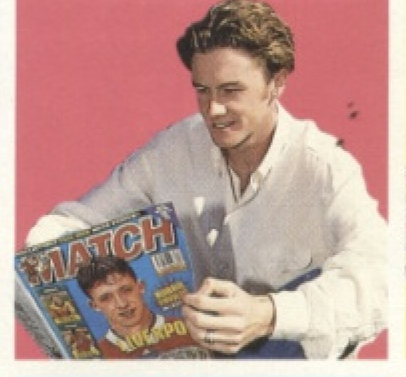




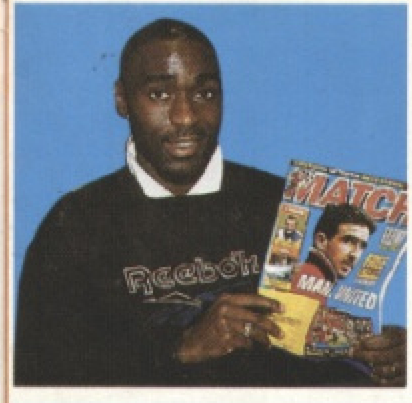


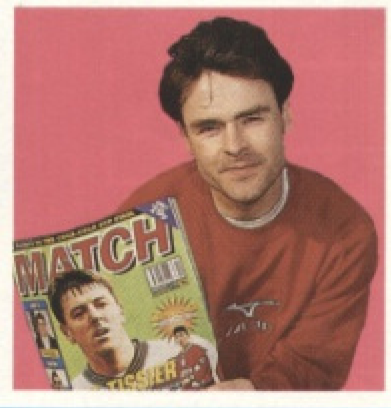


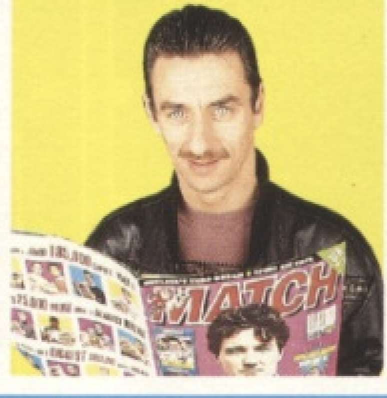


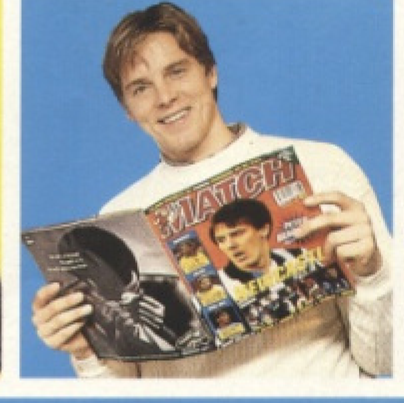














MATCH

EVERYTHING YOU WANTED TO KNOW ABOUT FOOTBALLERS AND *MORE!*

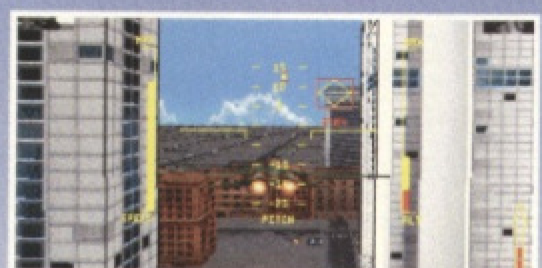


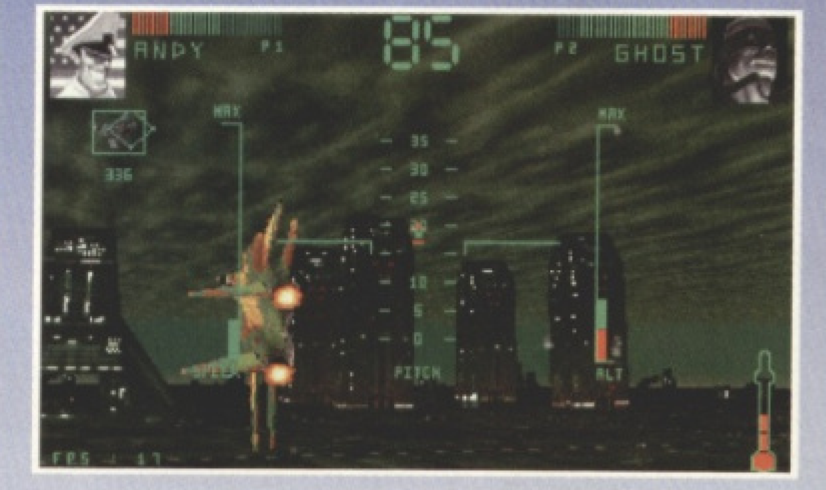
JVC are planning to shake the Saturn market up with their swathe of early releases later in the year. Until now, they've been low profile players, releasing the odd Lucasfilm game. Their own development, Time Cop springs to mind, has been somewhat troubled. By picking Funcom to put together a wholly original and striking Jet-fighter dog-fighting game. MEAN MACHINES has attained exclusive access to the latest shots of a well-guarded project.

The gameplay, from what we know, will be easy to get into, simplfying the controls of some the world's most complex aircraft. The mechanics of the game, on the other hand, are not, with complex 3D polygon and sprite-based graphics which have no parallel as yet, on the Saturn. These screenshots will tell you that the game is graphically more ambitious than Sega's own Wing Arms.

As the nature of the game is head-to-head, it's unclear if the game will feature a split-screen mode for two players. There is certainly the prospect of one hell of a multi-character battle, with eight computer controlled characters in the sky at once.

Frankly, we want to see more as quickly as possible, for what could be a seminal game for the Saturn. Hopefully a full preview will follow soon.









Here in Deadly Skies we do our bit for international relations by flying over 'far away countries of which we know little and care even less' and dropping large bombs.

DROP THE PILOT

In Deadly Skies you are competing against a school of the world's best pilots. JVC have dreamt up a selection of personalities from different nations. In the air, their actions will be influenced by Artificial Intelligence. We're in the unique position to announce the initial six. There are plans for a Brit...

AKIRA SAKAMOTO (JAPAN)

Pilots an F4 Phantom. Ranked from his performance on test missions straight out of Tokyo flight school.

ANDY JONES (US)

F14 Tomcat. Used to desert conditions after action in the Gulf, Somalia and Libya. Bit of a 'loose cannon'.

WILLIAM SCOTT (US)

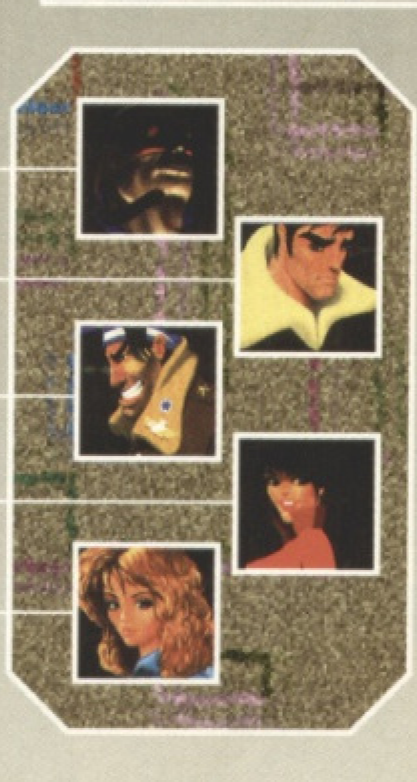
USAF pilot, F15 Eagle. High-ranking, classified record — has tested F-117 bomber. 'Iceman' temperament.

MEI MEI CHEN (CHINA)

She is the People's Republic's best flyer. She pilots a Russian-built Mig-29. On the ground she is feared for her prowess in karate.

HELENA HAGEN (NORWAY, NIL POINT)

A NATO veteran, from that renowned nation of combateers, Norway. (?) Well, the programmers are Norwegian, let's undulge them.
Known to be 'ice cold' just like the climate.









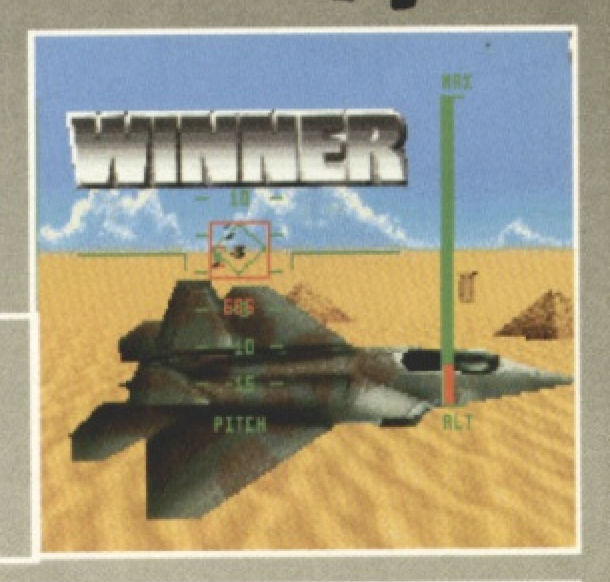


Norwegians like to keep themselves to themselves. They said no to the EU, and Funcom, their top video game developer, have kept their JVC project, Deadly Skies, very close to their chest...

DEADLY SKIES

TO HELL AND BACK

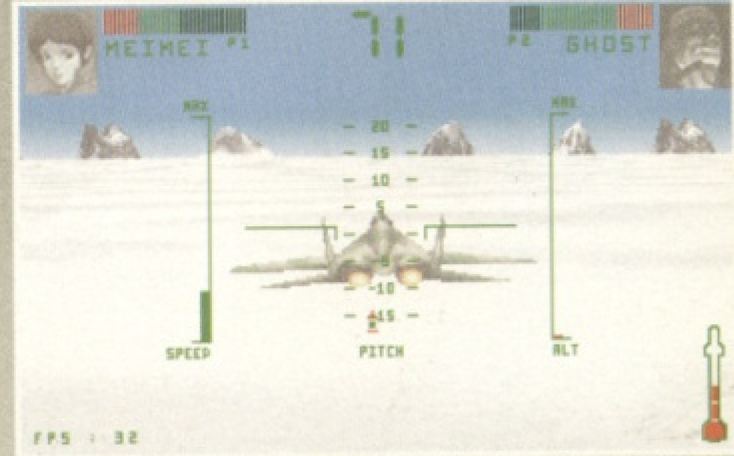
The aerial action will be supplemented by the range of scenarios in which missions take place. At the moment these encompass Desert, Jungle, Ocean and a breathtaking Metropolis of sky-scrapers. 3D scenery is generated mathematically to create the environment of mountains or cities. Within missions other tasks arise, like refuelling or arming, and ground bombing. On the ocean level there is the chance to land on a spectacular aircraft carrier.Many more are planned, including a mysterious reference to 'Hell'. A lurking surreal aspect to the game, perhaps?



This is a pane folks. Deadline captions inc.



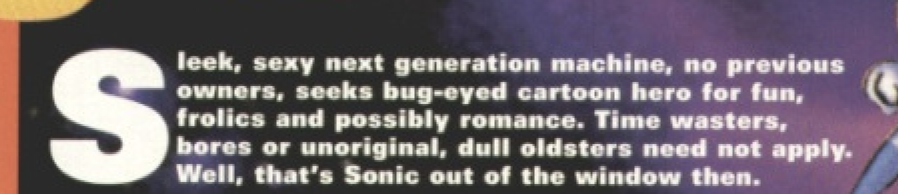
It's dead snowy here.





PREVIEWS

RAYMAN



Sleek, sexy next generation machine, no previous owners, seeks bug-eyed cartoon hero for fun, frolics and possibly romance. Time wasters, bores or unoriginal, dull oldsters need not apply. Well, that's Sonic out of the window then.

Still, there's plenty of other nubile young things waiting to have a go at being the next big thing. Why, in this issue alone we have the second instalment of Clockwork Knight (yawn) and the positively delightful Bug. And this month, who should toddle his way into town but Rayman. Ray who? Oh come on, you must of heard of him before – Atari are currently wetting their pants over signing him up to appear on the Jaguar. Well, they have to crow about something, don't they.

Anyway, to Rayman. Usually, Rayman is the kind of guy you might find lazing on a beach somewhere in the tropics or claiming unemployment benefit 50 times a week in deepest darkest Devon. You know, he's a bit of a bum. However, Rayman doesn't live on earth. He lives in a fairy tale land where mushrooms can talk and the mosquitoes are the size of pterodactyls. Which is fine by him, although things haven't been going too well recently. Evil Dr Dark has stolen the great protoon – a mystical power source which allows all the people (and mushrooms) to live in harmony. The good fairy Betilla did try to stop him in his dastardly deed, but he was just too powerful, and besides she'd eaten too many pies that day to do anything useful. So, she selected Rayman to do her dirty work for her.

And so the fun commences. Rayman must battle through over sixty levels to track down the dark one, and his adventure takes him through many strange lands. Apart from avoiding all the nasties encountered along the way, he must also free imprisoned Electoons, by bashing in the cages that Dark has squeezed them into. And on top of that, 102 coins must be collected to link together 17 amulets (that's six for each amulet, fact fans) which will give Rayman the strength he'll need for a final encounter with the evil one.

Rayman is currently scheduled for a November release, although the Jaguar and Playstation versions will be arriving at the end of this month. Ah well, everything comes to he who waits. Well, that's the theory, isn't it?



BY	UBISOFT
GAME TYPE	PLATFORM
PRICE	TBA
RELEASE	NOVEMBER
PLAYERS	1
COMPLETE	







Witness the power of the mystic hob nob.





OOH! ISN'T HE CLEVER!

Like most platform heroes in these modern times, Rayman keeps a few tricks up his sleeve. When the game is first played, it seems that all Rayman can do is pull faces at his opponents, which quite frankly, isn't very effective. Luckily, he soon bumps into fairy Bettina, who bestows all kinds of powers upon him. In some levels, he can turn his haor into a helicopter, in others he can grow extra platforms from magic seeds.





JUST LIKE STEALING A SOUL!

Although you'll need a memory card to save specific points in the game, there are restart points in each level. These take the form of a photographer, who requests Rayman to pose for him, usually in a seedy seaside post-card stylee. When you've completed a level, it doesn't necessarily mean that there won't be any new features next time you return. Most of the levels can be accessed time after time in order to discover previously;y hidden sections – in fact you'll need to do this quite often. After all, there could be a coin or two hidden in these areas...





It appears that at the heart of every Megadrive owner there is an entertainment entrepreneur waiting to burst out, if the success of Megadrive Theme Park is anything to go by. Bullfrog's business and fun hybrid simulation was one of the few games to really cut it over the sticky summer period, working harder than a nympho in the Tunnel of Love.

It's not surprising then, that Bullfrog have directed their initial energies on the Saturn into producing a next generation version of the title. This Theme Park will have more in common with the PC and 3DO versions, rather than the cutdown Megadrive title, so it may well be worth investing in, even if you have the 16MEG cart.

The most obvious difference is the graphics, which are infinitely more detailed than their 16bit counterparts. There is a host of background animation, and the 'little people' who inhabit the park have a far greater range of expression. The rides themselves are far more impressive in action, with particular regard to the ones you design yourself, like the rollercoaster.

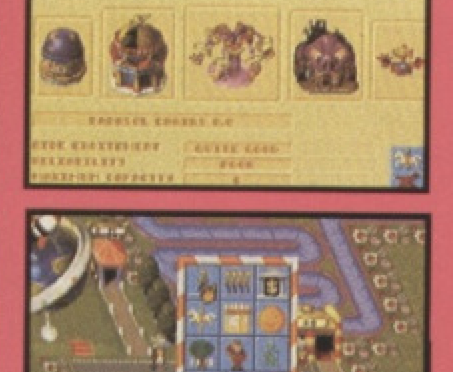
Included for the first time is a view ride option allowing you to indulge in your own rides, taking you onto a bouncy castle or your rollercoaster, all made possible by Bullfrog's 3D renderings. They'll give you a view on just how exciting your park is. There's also the cool rendered intro.

Theme Park will be out in September, not long to wait from this first exclusive preview, and we predict a reception as favourable as the Megadrive smash. Full review next issue. Oh, and as far as Bullfrog projects go, this is just the beginning...



CORNERS OF A FOREIGN FIELD

One of the reasons that Bullfrog put Theme Park together so quickly was the incredible reception it received in Japan, the world's largest game market. The Japanese love RPGs and strategy games and they've gone ape over Theme Park in particular – the 3DO version has done major business. As we visited Bullfrog to see the final touches placed on the Saturn version, a Jap language conversion was being programmed at the next station.



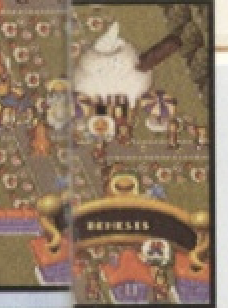
Would you buy a used theme park from this man?

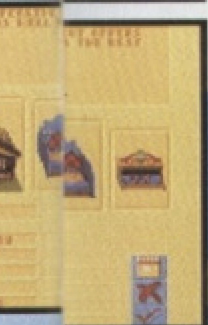


Doesn't look like there's mush room up there. Ha-ha.







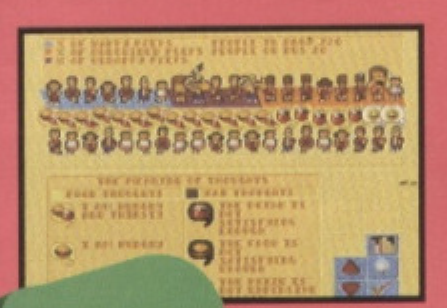


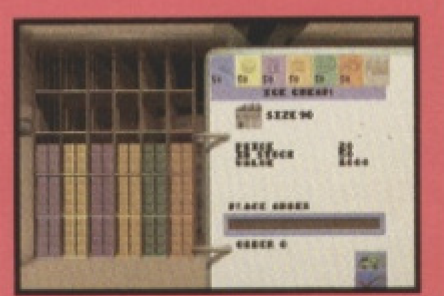


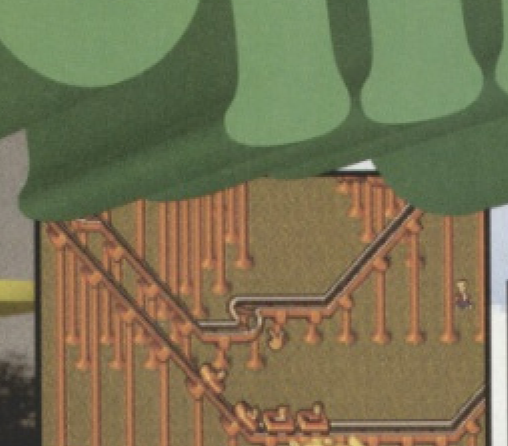
Maintenance is vital if you literally want to keep your punters out of the ghost house.

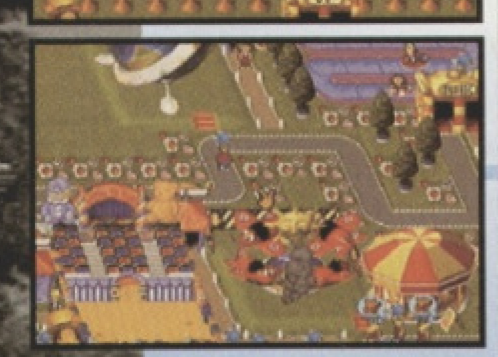
REFINEMENTS

Each successive version of Theme Park allows for refinements. Partly due to the game's complexity, there were some features that tended to irritate. The stock ordering system was one, as it had to be nursed constantly. With the Saturn version you're able to build larger warehouses more quickly to store larger stocks. This means less ordering, basically. The original (PC) game's dark look was thought slightly out of touch, so now the selection screens are simpler and jollier, and the item selection menu is as streamlined as the Megadrive version.



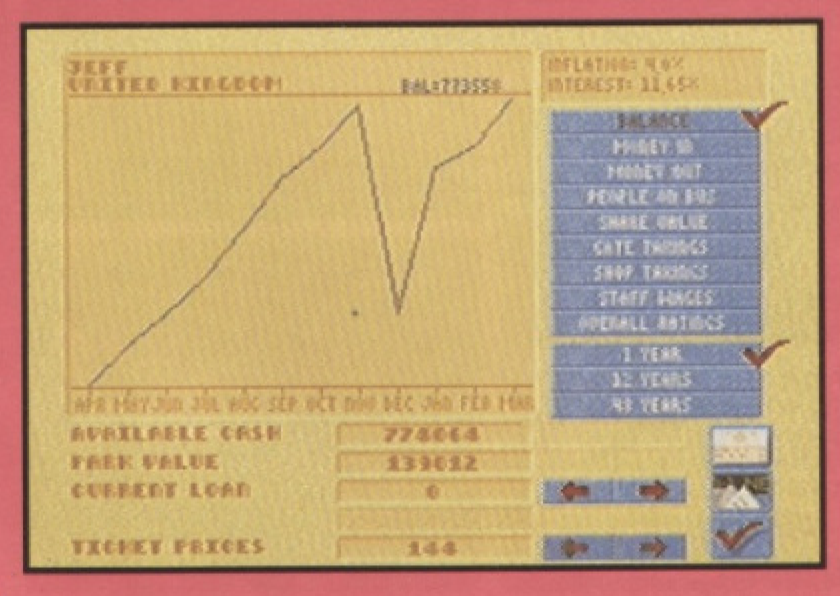








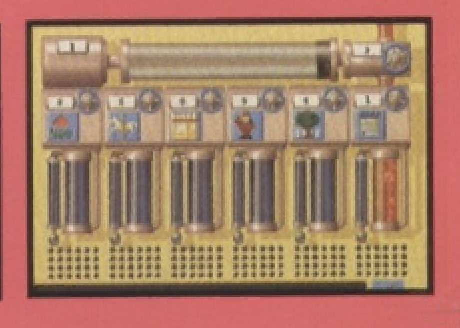


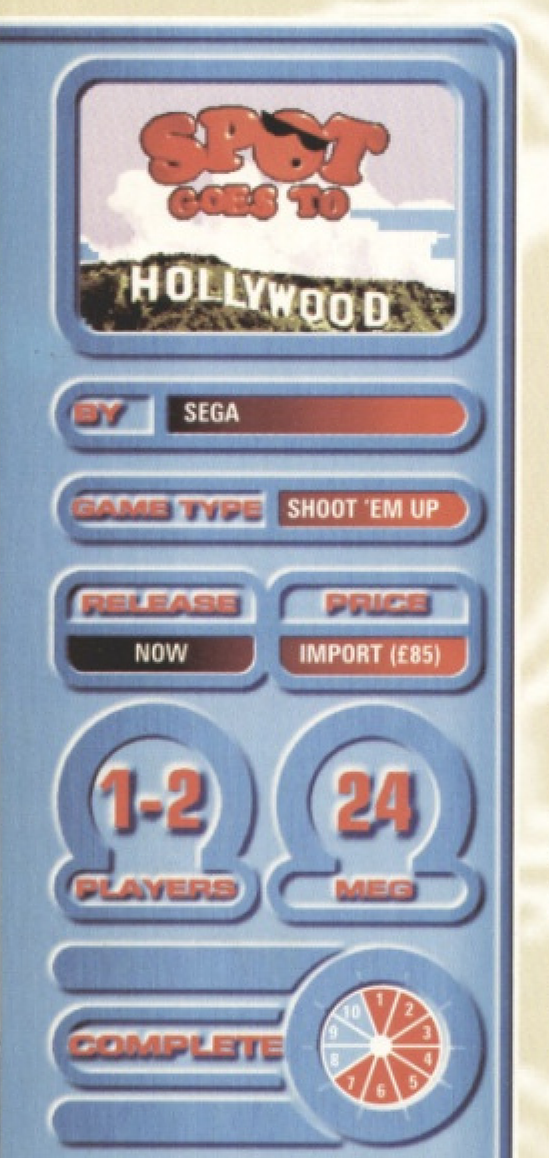


PLUS CA CHANGER

Theme Park is, in essence, the same game as before. Players use money resources to plan, build and run an amusement park, with the aim of making money and pleasing punters. The emphasis on profit or popularity is entirely up to the player, but there are aggressive opponents to be considered. You can save parks across the world, and move to more demanding territories to expand.







We just couldn't keep away from the picturesque delights of Ripley, Derbyshire, after last month's visit to Eurocom to see Cool Spot 2, so Gus and Marcus made the journey again, to see progress on the Megadrive version, and an exclusive look at the 32X conversion.

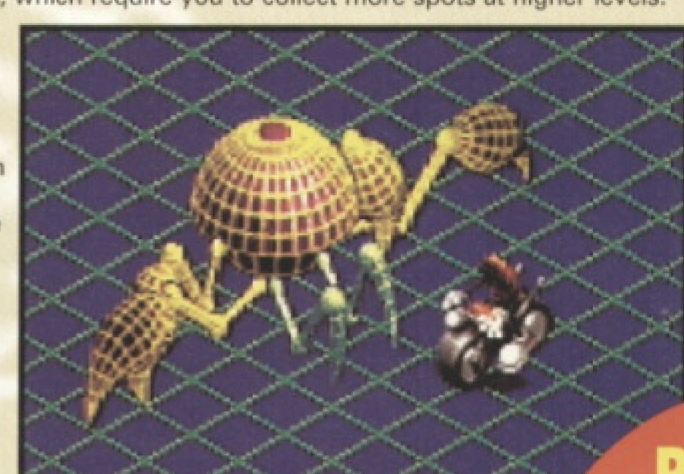
Sadly there was no time to visit Gulliver's Kingdom, the strangely named 'Heights of Abraham' or the nearby Alton Towers. It was straight to Eurocom's dark, but air-conditioned central coding bunker. From the screenshots, you may gather that the 32X is not radically different from the Megadrive game. It's basically an enhanced version, using some graphic effects — water rippling and shadowing among them — that are impossible on the 16bit hardware. And the biggest bonus is the semi-secret subgame.

The Megadrive game had just entered Beta-testing stage, with most of the programming completed, where the main task falls to the testers to get the playability right. There was a lot more to see of the levels, which have been divided into four worlds, roughly corresponding to pirate movies, adventure movies, horror movies and sci-fi.

Care has been taken to vary the gamestyles in each 'world'. Ship Deck, for example, is a rather straightforward introductory romp, but the Ship Hold level has a large map to walk through. The underwater stage in this world presents a new kind of control method.

Eurocom claim some of the levels have very large map areas indeed, with some areas requiring keys or other pick-ups to access. Exploration ties in with the difficulty settings, which require you to collect more spots at higher levels. The more spots you need to open the exit, the more you need to explore.

If anything, this game is looking even better than we hinted last month, so we advise you to buy next month's issue for even more on Cool Spot Goes To Hollywood.







These hovering robots, like so many of the game's meanies, look deceptively cuddly.

REVENGE IS MINE

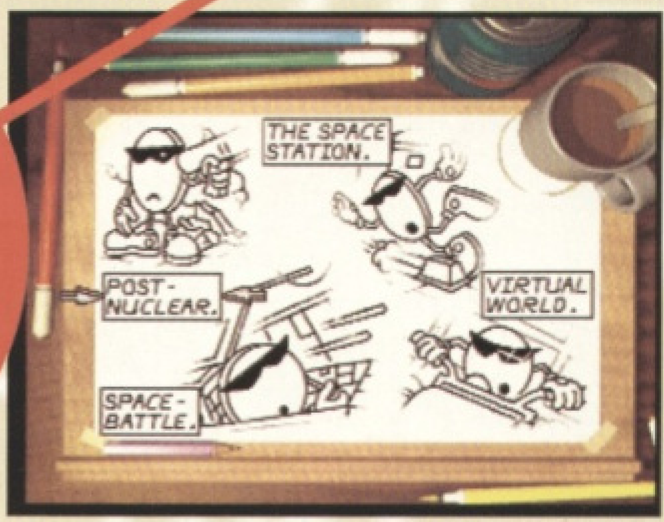
There is a minecart level. Eurocom are either passing postmodern ironic comment on cliches of the platform game format, or instead they thought it would be fun. It seems to be fun, since this minecart level is depicted isometrically and runs at some lick. It's really cute how Spot can tilt the cart onto a single rail.





YOU'D BETTER SHOP

Asked to account for the strange objects littering the levels, the guys reveal their cunning bonus plan. Well, not all of it, but collecting the nonsense objects may yield extra points. The weird items came about when an eccentric visitor from Virgin America went to the adjacent Sainsbury's, returned with a bag of 'products' and demanded they be programmed into the game. He was particularly insistent about the fluffy puppy.





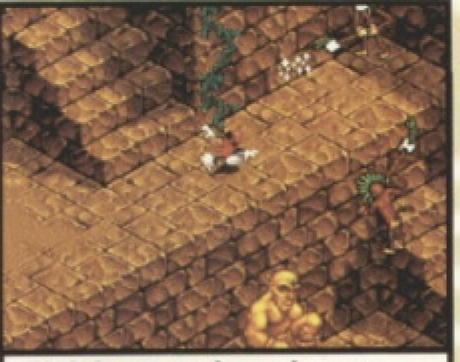


TOM-FOOLERY

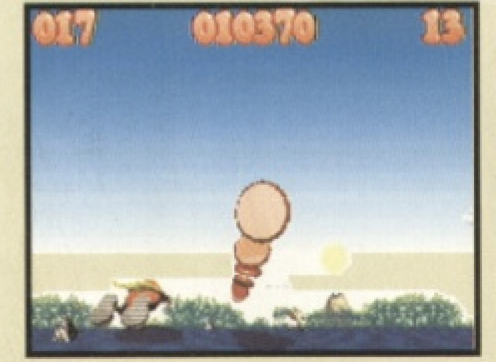
Eurocom are planning all sorts of sniggering schoolboy tricks for the game. Cheat modes and hidden options, including one where Cool Spot is subjected to a hit and run attack, then reversed over. Every area of the game is laced with hidden pathways and areas. There's also a big surprise at the 'end'. It all befits a team who hail from the glorious hackin' and slackin' days of the Commodore '64 Eighties.







Pink-bottomed monkeys are the least of Spot's problems.





FLY, FLY YOU FOOLS!

The 32X subgame is, bluntly, a Space Harrier-affair. You fly across a chequerboard landscape, with scenery relevant to the world you are in, attempting to collect the spot chains and spirals within a time limit. Has a nice feel, though, and it's free.



It's straight in at the deep end for Spot, as he finds himself castaway on a pirate ship. Dangers include loose cannons and perilous puddles.





It was Atari's way, in the early Eighties, to come up with many of the classic gameplay concepts, first in the arcade, and then in conversions for their own range of home computers. Battlezone, the original 3-D tank game, was one such classic which used revolutionary vector line-drawn graphics (Atari called it 'quadrascan' gawd bless 'em) for backgrounds and enemies.

14 years on, and barely a force in gaming, Atari revived the Battlezone concept in T-Mek, a link-up arcade tank battler, that combined amazing surround sound with some visceral hunt and kill gameplay. Though failing to catch the eye in the same way as Sega's fancy coin-op cabinets, the arcade game has proved to be a rollicking good play, especially when other human players join the fray.

Bits developers of Cricklewood, London, have spent a good part of this year producing a faithful (they hope!) conversion for a similarly unsung piece of hardware — the 32X. The starting point has been learning every feature of the coin-op, even the bugs, and porting them across.

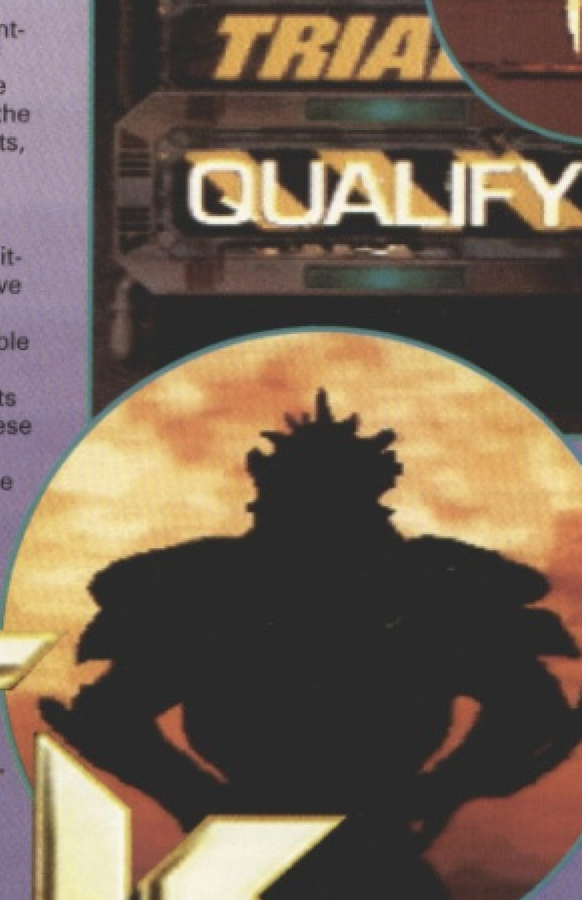
Players select one of six 'Meks, each with a speed/armour/weaponry profile, and two custom weapons, as well as front-mounted cannons. Four of these are tossed into a series of arenas — the coin-op has six, six more will be added to the 32X — with the sole aim of knocking seven colours out of the opposition. Progress is made on the basis of accruing points, by totalling tanks foolish enough to stray into your sights.

It becomes apparent that the greatest joy of such games comes from annihilating your real mates, so a split-screen two-player option is part of the deal. This will not, as your little minds are inevitably calculating, slow the game down, we are assured. Those twin SH2 processors shall prove their worth by keeping movement up to the coin-op's considerable canter.

Nor shall the arcade's booming sound effects be lost, as Bits has access to all Atari's samples, and plan to use most. These are very reminiscent of Atari's Gauntlet, with informative phrases like 'You are winning' and advice: 'Get back in there and fight' booming out. Taking T-Mek's advice, we shall commence round two with a full review soon.



Is doing that see-through bit hard?



T-MEK

The right-hand Mek has been paralysed by your special attack.

FIDDLE STICKS

T-Mek has a fair amount of cheat modes and tactics, most of which should be in the 32X version. In the arcade, these were effected by moving the two control sticks through various positions before play. The joypad now accesses modes that change the colour pallette, create layers of fog or place both players in a one-on-one contest. There's even a level with 'guests' from Atari's other big coin-op, Primal Rage.



PLACEEEED!

Each 'Mek has an offensive and defensive special power. These offer an invaluable strategic advantage to the accomplished player. You can use cloaks to evade players, hopshots to jump over fire, and reflect enemy fire back onto the aggressor. Attack weapons, blind, disorientate and pummel your foe with missile power. Power-ups are gained from the floating stations marked with an eerie blue light





Amidst the carnage of Cricklewood, an energy orb shines like a jewel.

SPECIAL WEAPONS BOOSTED

DWEEZIL

These Bits guys take no prisoners.

SPRITE NIGHT

T-Mek bucks the trend of so many coin-ops (and 32bit games in general) by using sprite frames for 3-D instead of hardware scaling. Instead of taking a graphic image, say a Speedermek, and enlarging/decreasing its size to get a sense of moving towards or away, Bits have used the conventional method of replacing one sprite image with others of greater or lesser size. This takes up a great deal of memory as T-Mek uses 9000 sprite frames. So why do it this way? Well, the brief was for a direct conversion, so Bits have copied the coin-op method. They even had access to all Atari's graphics – porting them over took a solid week-end.



IDENTIFY YOURSELF, PLAYER 1



CONFIRMED KILL:
JERK
20000 POINTS

PREMIER



Difficult as it may be to believe, the heady world of football wheeling and dealing has never been available to Sega owners. And do we not like that? We most certainly do not.

All that's about to change with Premier Manager, a Megadrive adaptation drawing upon elements from all three of the highly regarded PC versions. The meticulously researched game (all players in each team are accurate up until 25 July 1995) primarily relies on the engine from Premier Manager 2, while going to the original Premier Manager for the more straightforward transfer market section.

Every detail, even selecting wooden or plastic seating for your stadium, can be calculated to ensure maximum success and the minimum humiliation in the tabloids. Converting from the PC versions has meant few compromises in the obvious areas (ie inputting player transfer fees on a joypad instead of a keypad) but has necessitated the development of a battery-powered 32k save game facility – the largest ever seen on any cartridge simulation.

This is a Megadrive first, which probably means its appearance will be eagerly anticipated. The fact it looks so impressive is even more encouraging. A word of warning to the curious, though – don't look forward to actually kicking a ball at any point during Premier Manager. If you're interested in pulling a few scams to get to the top, however, then start hustling...

GOAL

Speed:MEDIUM



SCORE BOARD

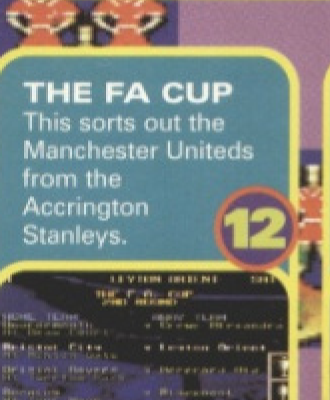
Premier Manager is menu-driven, these point-and-click icons leading you to all the necessary stages in putting together a winning squad. As you prepare for each new match work your way through the icons. These allow you to buy and sell players, pick your coach, tart up your dilapidated ground and so on. When you've done all you can (or your irate bank manager intervenes – whatever comes first) then it's time to blow the whistle of fate. Only your skill at picking the best players and balancing the books makes the difference between cup glory and bankruptcy.





Your squad, poised to leap into action. Ah, the loneliness of command.

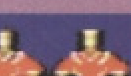
THE FA CUP
This sorts out the Manchester Uniteds from the Accrington Stanleys.



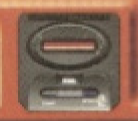
LOAD SAVED GAME
There is a facility allowing you to recall one saved game.

LOAD GAME
SAVE GAME
MAIN MENU



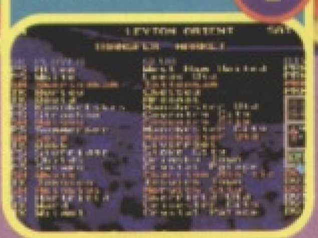


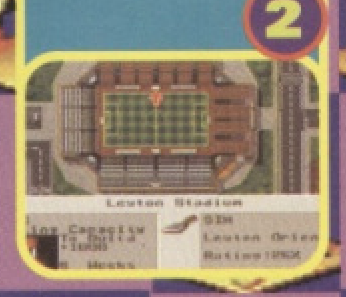
MANAGER



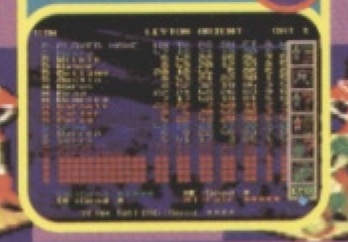
THE TRANSFER MARKET
A chance to pick up a bargain in the sales. 1



GROUND IMPROVEMENTS
Gardener's World was never like this. 2



DAILY BANK STATEMENT
Erm – the cheque's in the post. 3



YOUR SQUAD
A chance to shake your head at the sorry shower you've got to turn into a football team. 4

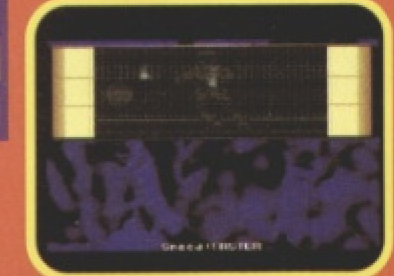


THE JOB CENTRE
The place to recruit your team's permanent staff. 5

WIN LOSE OR DRAW?
Check the position of your team on the league table. 6

MATCH OF THE DAY

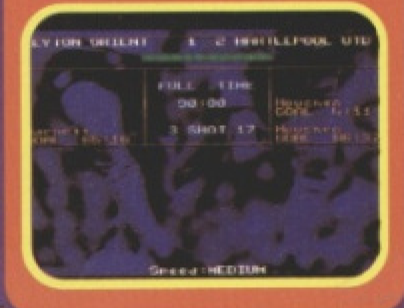
Reduced to the role of observer, you witness a sound thrashing at the hands of Hartlepool United, of all people. The game's ins and outs are described in minute detail, the rolling report pausing only to let you know when goal space is threatened. Scoreboard illuminations illustrate misses, saves and goals to the crowd's roars of approval or dismay. You can control the speed of the presentation, slowing it down to savour a successful match, or speeding it up if things don't go so well. One thing Premier Manager doesn't simulate is the opportunity to drown your sorrows in the bar after the final whistle!



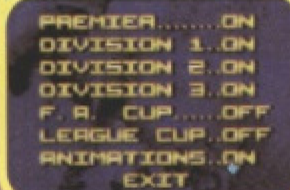








OPTIONS
To speed up processing time you can 'turn off' divisions you're not bothered about. 10

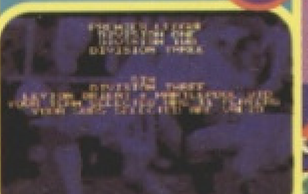


SPONSORSHIP
Phil's Gym or Jon Jon's Music? The choice is yours. 9



THE TELE-PROMPTER
In the absence of a Des Lynam simulator this will have to do. 8

GAME ON!
"It's a game of two halves", "The crowd are on the pitch", "Gooaaal!" etc. 7





VECTO

Sega seem to be moving towards the hardened gamer market recently, with a range of tougher platform titles in Batman and Robin, and now VectorMan. The action-frenzy platform shooter has finally come of age. VectorMan is tabbed as one of the company's big 16bit games for Christmas, and Sega are secretly hoping they may have a new personality on their hands.

VectorMan is the work of Blue Sky software, whose recent track record — Roadrunner Demolition Derby — is not too illustrious. That can all be put aside with VectorMan, which at first glimpse dispenses with all the fluff of cartoon licenses and promises some demanding gameplay.

The hero is a simple composite of animated polygons, capable of a wide range of animated actions. Most of his foes are similarly constructed from abstract shapes. Graphically, it has a style not seen before, with strange colour palettes and lots of background animation. There are lots of levels and changing perspectives, freeing the action from a conventional platform game layout.

VectorMan will be released in October, and its emphasis on gameplay will be a timely reminder that the Megadrive still offers as much game for your money as the high-falutin' 'next generation'.



TAKE IT FROM THE TOP

The game surreality takes a new direction with some of the stages viewed from the top. The earliest of these is a train ride, with VectorMan steering a locomotive high above a chequerboard of fields. A huge knuckled creature tries to derail him by thrusting up from underneath.

A similarly strange yet unrelated episode has VectorMan on a huge bamboo screen. The contraption scrolls from bottom to top, forcing him to avoid certain patterned elements of the screen, or be swept to his doom.



Signal failure on the Vector Line.



Severe delays are expected on all northbound services.



RMAN



RASTER BLASTER

Television is often described as a 'powerful medium'. In VectorMan it is exactly that, as the hero can boost himself by destroying the various test-card TVs dotted around the landscape. When they explode, they leave a bauble which can have one of many effects. These range from weapon power-ups (scatter guns or spirals), to morphing VectorMan into new shapes; like bombs and drills, each with their own functions. As a drill, VectorMan can remove some floors to reach new parts of levels.



VectorMan flags down the opposition.

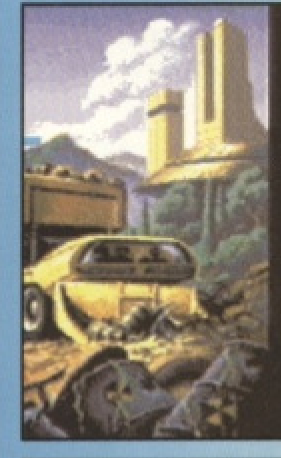


Adrift in the fabric of time and space itself. Or something.



THE FUTURE – NOT MUCH COP

There's not much worth sticking around for, sadly. The Earth of 2049 contains all the things you've come to expect – rampant pollution, maniacal power-crazed robot tyrants and space sludge. I'm moving.



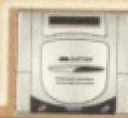
EARTH
It's 2049 and Earth's cities, forests, and icecaps are fouled with toxic sludge. Humanity has escaped to the stars, leaving mechanical "orbots" to clean up.



NEW ORDER
"WarHead" is born, and he stands for tyranny, hatred, and oppression. By WarHead's decree, Earth is forged into an instrument of death for the returning humans.



VECTORMAN
VectorMan lands his space barge after delivering a load of sludge to the sun. Unhindered by evil mind control, he will not rest until WarHead is defeated and the Earth is again free.





Spanning two continents, the Danish/US complex that is Scavenger is indeed a mysterious thing. The company consists of a dozen or so development teams working on diverse next generation projects. They have just begun releasing details of the 'Amok' and 'Vertigo' projects – as they state, 'we have remained quiet until we felt confident of our ability to deliver such quality'. From what we have seen, their confidence is well placed.

Amok is set on a fictional planet, during a period directly after a protracted 47-year war. The plot places you in the unconventional position of being a baddie. You are a mercenary for a collective known as 'The Bureau'. Despite the recent peace, your faction is desperate to provoke hostility as they have profited heavily from the war.

This is the background to jumping into a large armoured walker and exploring loads of 3-D levels. True to Scavenger's previous form, what you do is destroy everything that will explode into ashes, and you are provided with a wide range of weaponry to do it. Your 'Slambird' has missiles, mines and other, as yet undefined, sources of weaponry, located as you progress.

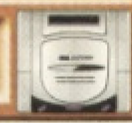
Each mission provides a defined challenge – an assassination, a target to bomb, an object to retrieve. Amok spreads its challenges over lots of terrain types, including spectacular underwater levels.

The game is by no means complete, and we'll bring you more from the Danish wunderkinds as they offer it to us. They've yet to settle on a UK publisher yet, but we don't think they'll have too much trouble, do you?



Your kill frenzy is ably assisted by the latest weapons guidance technology.

AMOK



BSPACE
THE FINAL FRONTIER

Scavenger's Megadrive games were always technically innovative, and for Amok they have developed the BSpace algorithm. It's a mathematical programming method that creates a distinctive type of 3-D effect, allowing Amok's towering mountains and buildings to form smoothly, and move large amounts of pixels at high speed. Scavenger have used this algorithm to make most of the game's scenic elements interactive: there's very little you can't destroy within each level!





There – bit of mindless destruction never hurt no-one.



DOUBLE VISION

Amok is going to offer something few Saturn games have yet seen – a dual player option. Scavenger are working on the best screen presentation for two-players to play together. Despite a reduced play window, the algorithm maintains the speed of action, smoothness of update and clarity of sprites. It's unknown whether the split-screen game will feature different missions, or be competitive or cooperative in nature.



Direct hitsville here we come.

PAUL'S TIPS

Paul's gone! Following a daring moonlit escape from Stalag Mean Machines, Paul Bufton crossed the border with forged identification papers and is currently leading a new life as a drag artist in a Mexican bar (answers to Lola Rosso — Gus). We searched far and wide for someone worthy to wear the mantle of tipster to the masses, but in the end settled for Ed Lomas. Ed pulled on his Marigolds and rummaged through Paul's dustbins to dust off the following selection for your perusal. If you think you can do any better then for goodness' sake get in touch with your tips and cheats to:
ACNE TIPS CO., MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. You know it makes sense.

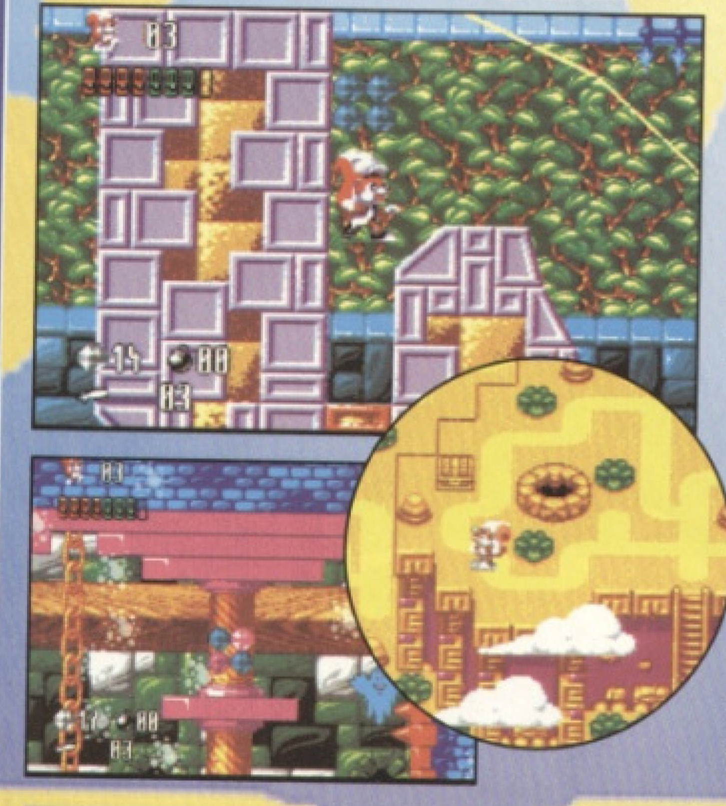


MEGADRIVE

MR NUTZ 2

LEVEL SELECT

Enter the map sequence and press Up, Up, Down, Down, Left, Right C, A, B, A,Up, Up, Down, Down, Left, Right. This will give you access to all of the levels.





Grown men's groans on Toughman.

TOUGHMAN CONTEST

SOUND TEST

If you enjoy hearing strapping lads groan and grunt, try this sound test cheat. Go to the 'Game Setup' screen and press Down, A, B and C simultaneously. Once you get bored, press Down, A, B and C again to get out.

JUDGE DREDD

LEVEL CODES

Thanks muchly to Judge Lee James from Edgbaston for his level codes.
Breakout at Aspen – KZDVT
Shuttle Crash in Cursed Earth – JRQWNO
Locate Rico – PSTRVJZ
Invasion by Gila Munja – HQWVLT
Riots in Mega City One – WDRCNPU

RISTAR

EXTRA DIFFICULTY AND VIEW CREDITS

If you think you're rock hard, enter the password 'SUPER' to get an extra difficult mode. If, for some reason, you want to see the credits enter the password 'AGES'.









STREET RACER

SECRET TRACK

Paul Joyce from Norwich has also found something groovy. It is a secret track called 'Space 1' and it can be got at like this. Enter the custom cup setup screen and highlight these tracks and press the correct button in the correct order.

Highlight	Press
Hodja 1	B
Sumo San 3	B
Hodja 1	A
Sumo San 3	A
Hodja 1	C
Sumo San 3	B
Hodja 1	B
Sumo San 3	A
Hodja 1	A
Sumo San 3	C

Once you have done all of that in order, 'Space 1' will appear.

PETE SAMPRAS '96

SECRET ROBOT PLAYER AND SPACE COURT

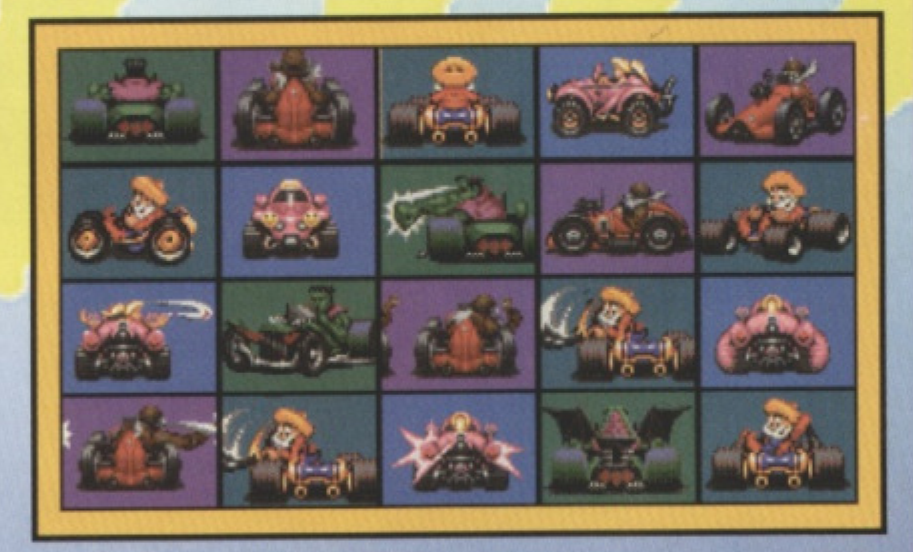
Try this simple password creation system to play in the final as your favourite character against your favourite enemy. Go to the 'Restore from Password' screen and put in your password as follows.
The first letter should be 'E' to get you in the final, the second letter is the letter of who you want to be fighting against and the third letter should be the letter of who you want to be. For example, to be fighting against Bruno Maserati as Monsieur Victorie, put in the password 'EAB'. Simple.

A - Bruno Maserati
B - Monsieur Victorie
C - Hans Fischer
D - Charlie Ponderosa
E - Benny Booyah
F - Meurte Martinez
G - P.J. Rock
H - T.K. O'Reilly
J - Hiro Sokitome
K - Coolio Loc
L - Jabfar el Habib
M - Coco Valdez
N - Jacob Jabowitz
P - Joe Wildhawk
Q - Biff Blublood
R - Nikolai Radinski
S - Diego Garcia
T - Havana Jones
U - Yang Ah Chi
V - Sydney Dundee
W - Gavin Greyson
X - Rigo Suave
Y - Freddy Bravo
Z - Chang Fu

STREET RACER

CUP PASSWORDS

Andrew Reid from Musselburgh and Tim Hart from Haverhill have both sent in passwords for the cups.
Silver Cup - JXPSVW
Gold Cup - befamr
Mega - hjacuy

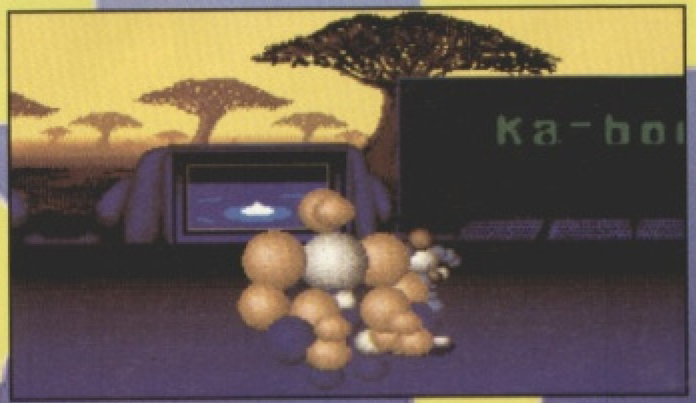


BALLZ

EASY BELTS

To become a red belt without working your way through this fabbo game, go to the title screen and press: A, Down, Down, B, B, B, C, Left, Right. If you want to be a green belt however, you should press: A, A, Down, C, B, A, Up, Up, Down.







MEGADRIVE





STORY OF THOR

SECRET GAME

Both W.J. Beekman from the Netherlands and Matthew Parsons from Spalding have written in to explain how to find a 100 level bonus game.
From the shadow call post in the woods West of the castle, head West, North past the stairs, then West past a green fence until you reach a clearing with a tree in it. Walk into the front of this tree and you'll go down some steps to a cave. A group of monsters will appear and when you beat them you will move up one of the 100 levels. Every 10 levels a chest will appear, containing a special item.

NBA LIVE '95

SECRET GOLF GAME

Did you know that if you choose to start an exhibition match and enter your name as "REFLOG", you can play a secret practice game of PGA Tour Golf? No? Shame.

SKELERTON KREW

LEVEL SKIP

When playing the game, pause and press C, Up, Left, Left, B, A, Right, Down, C, Left, Up, B. To remember the sequence, take the initials and spell CULLBARDCLUB. When you enter this the screen will flash and you'll be able to skip to the next level by holding A and pressing Right. If you want to move to the previous level, hold A and press Left.

SKITCHIN'

NUDITY MODE

The strangely named "Bazmaz" of Crewe says that if you start a race and leave your man for seventeen minutes, his clothes fall off. Strange.

TURBO MODE

To play a super-fast two player game, go to the title screen and press A nine times. You will hear a burp to let you know that it has been activated.

BOOGERMAN

EXTRA GAS

If you ever get that feeling of not having the power to fart anymore, pause the game and press Up, Down, Left, Right, C, B, A. You will start the level again but with maximum gas and snot levels.

SATURN

CLOCKWORK KNIGHT

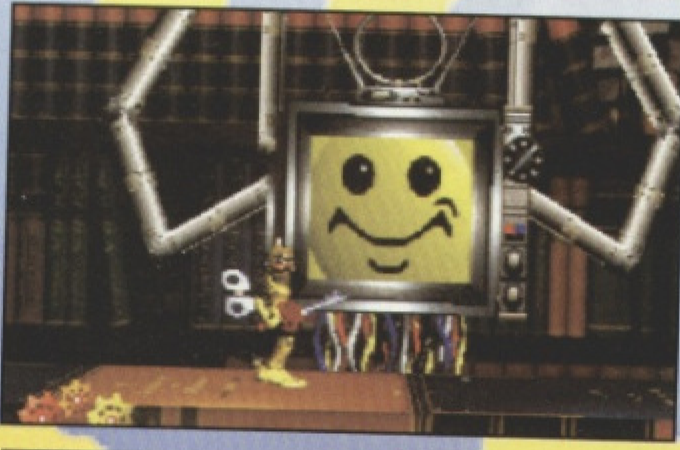
LEVEL SELECT

WARP TO FINAL BOSS
If you are sooooo lazy that you can't even be bothered to play through the last level to the final boss, put in the level select cheat and when the first level name is showing, press: Left, Right, Right, Up, Right, Right, Up, Down, Right, Right, Up, R. You should jump straight to the last boss.

999 LIVES
To have 999 attempts, go to the title screen and when 'Press Start' is showing press: Up once, Right nine times, Down six times, Left seven times, Z, X, Y, Y, Y, Z. The music will restart if it has worked and when you start playing you'll have 999 lives.

It is possible (just) to enter all three cheats in order to warp to the final boss with 999 lives but you'll need to be quick when entering the codes.

BIG POINTS BONUS
To get a giant score, simply finish stage 2-2 in under 30 seconds. It will be much easier if you collect the clock item.







MEGADRIVE 32X

NFL QUARTER BACK CLUB

SECRET TEAMS

This near Madden-quality football sim features quite a few hidden teams which can be got at by entering these cheats on the game setup screen.
Acclaim and Iguana – B, C, A, C, A, B, C, C, A.
Panthers and Jaguars – A, B, C, C, B, A, A, C.
AFC and NFC teams – C, C, B, A, C, A, B, B, C.
To get all the teams – A, B, C, B, A, C, B, C, A.

AFTERBURNER

DIAGNOSTIC TEST SCREEN

On the 'SEGA' screen at the start of the game press A, C and Start on controller 2 at the same time. When you get to the title screen press A, B, C and Start on controller 1 and you will get to the diagnostic test of the original arcade game.

METAL HEAD

SECRET COMMANDER

To bring up a lovely level select, go to the title screen and press these buttons when the 'Press Start' message is on-screen: Left, Up, Right, Down, Down, Right, Right, Up, R (the button on the top-right of the joypad). The name of a level will appear in the middle of the screen and by using Up and Down you can change the level on which you want to play.





MEGA CD

ETERNAL CHAMPIONS: CHALLENGE FROM THE DARKSIDE

FINISHING MOVES

Here we have a big list of all of the finishing moves that we know of at the moment. There are bound to be more which we will obviously bring you as soon as we find them.

OVERKILLS can only be done when your opponent is left with so little energy they will be knocked out with one more hit. Move your enemy into exactly the right position and hit them in the correct way to finish them for good. The character name refers to the background, not the actual character.

SUDDEN DEATHS are similar but can be done at any time during the final round when your opponent is on less than 20% health. You must hit them with a move that takes off at least 10% health when they are in exactly the right position.

VENDETTA KILLS are more like MK2 fatalities and can only be done by one character (on any background). When your opponent has less than 30% health and is stunned, move to the proper distance and press the buttons.

BLADE
Overkill – Put your opponent right at the very edge of the fan (either side) and hit them into the middle of it.
Sudden Death – Put your opponent to the right of the second ceiling pipe from the fan and hit them from the right so that they land under the pipe.

JETTA
Overkill – Put your opponent in front of the right-hand flap of the right-hand entrance and hit them with a projectile attack (fireball, etc.) from about a step to the left of them.
Sudden Death – Put your opponent at the very far left edge of the screen and hit them from the right.

LARCEN
Overkill – Put you opponent in front of the brickwork to the right of the double doors and hit them with a projectile from the right.
Sudden Death – Put your opponent between the right of the building and the first car and hit them from the right.
Vendetta – Move close to your opponent and press Forward, Forward, Forward, Down, Z.

MIDKNIGHT
Overkill – Put your opponent under the danger sign to the right and hit them from the right-hand side of the screen.

R.A.X.
Overkill – Put your opponent in the middle of the screen (between the small fires) and hit them with a projectile from the left.
Sudden Death – Put your opponent in the middle of the right-hand spotlight and hit them from the left.
Vendetta – Move close to your opponent and press Forward, Back, Forward, Back, B.

SHADOW
Overkill – Put your opponent in front of the left-hand side of the second letter from the left. Hit them with a projectile from the left of that.
Sudden Death – Put your opponent between the two letters on the right of the stage and hit them from the right.
Vendetta – Stand close to your opponent and press Down, Down, Back, Down, C.

SLASH
Overkill – Put your opponent on the very far left of the stage and hit them from the right.
Sudden Death – Put your opponent to either side of the big volcano in the background and hit them so that they land right under it.

TRIDENT
Overkill – Put your opponent in front of the mermaid statue on the right, stand next to them and hit them from the right.
Sudden Death – Put your opponent just to the right of the small rock on the left. Hit them from the right.
Vendetta – Stand close to your opponent and press Forward, Forward, Down, Forward, A.

XAVIER
Overkill – Put your opponent in front of one of the doors in the background and hit them into the stake with a projectile.

DAWSON
Overkill – Put your opponent to the very far right of the stage and hit them from the left.
Vendetta – Stand two or three steps away from your opponent and press Back, Down, Forward, Back, Z.

RAMSES III
Overkill – Put your opponent in front of the small pillar to the right of the big face in the middle and hit them with a projectile from in front of the small pillar on the left.
Sudden Death – Put your opponent just to the right of the torch on the left and hit them from the left.
Vendetta – Stand close to your opponent and press Down, Down, Down, Forward, B.

RAVEN
Overkill – Put your opponent just to the left of the flaming skull on the right of the big face and hit them with a projectile from in front of the big face.
Sudden Death – Put your opponent in front of the totem pole on the far left of the stage and hit them from the left.

RIPTIDE
Overkill – Put your opponent in front of the main mast of the ship and hit them from the right with a projectile.
Sudden Death – Put your opponent at the very far left of the stage and hit them from the right.



BY SEGA

RELEASE IMPORT

PRICE IMPORT

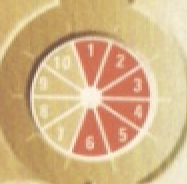
GAME TYPE PLATFORM

BREAK DOWN



ORIGINALITY

CHALLENGE



ACTION



STRATEGY

REFLEXES

1 PLAYERS

OPTIONS

CONTROL JOYPAD

GAME DIFFICULTY EASY

CONTINUES VARIES

SKILL LEVELS 3

RESPONSIVENESS GOOD

ORIGIN

This is 'part 2' of the original Saturn platformer. But really it's part 1, stage 2...

GAME AIM

Chelsea is once more in the clutches of toy baddies at the other end of the house. Combat the nursery's obstacles to rescue her.

BEAT THIS



22,000

CLOCKWORK KNIGHT 2



The knives were once more out for Chelsea. Although everyone was shocked when she was snatched by the demonic TV's minions, some of the toys were secretly pleased that the over made-up, nightingale-voiced, chorus-leading starlet had finally got her comeuppance.

She flaunted herself in front of the ragdolls and patronised the teddies. She was even once heard to remark that Barbie and Sindy were 'a couple of slags'. So let us just say that they got over her abduction without too much mourning in the nursery.

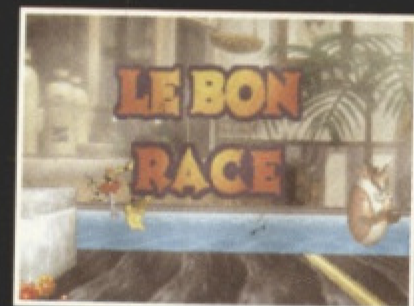
But then that blasted clockwork knight, Pepperachou, with his outdated chivalrous notions, braved the horror of the toy room, kitchen and attic to bring her back. Didn't he look a fool when some other force of evil flew off with her to a distant clocktower. Pepperachou prepared to give chase, but the toys were unimpressed. To be captured once might be regarded as unfortunate, but to do so twice was frankly attention seeking.



SHE SURE LIKES LE BON



Occasional bonus features are the 'Le Bon' races. Le Bon challenges you to a brief sprint, which is a bit thoughtless considering you are meant to be on a damsel quest. Nevertheless, beat him across a variety of short obstacle courses and a reward is yours.







LOCK AND LOAD

Keys are the, er, key to Clockwork Knight. Pepperachou has his own wind-up weapon which blows up foes and opens jewel boxes, which lead him on mysterious detours. But for the sequel, the key's role has been expanded. Now it operates stairways and rotating cogs too.

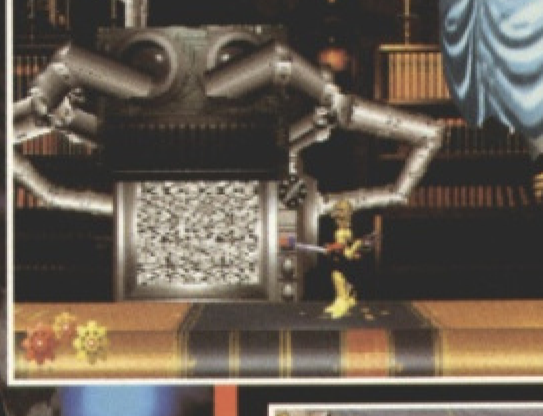


This hidden stairway's a wind-up.



Pepperachou takes a flying jump.





BOG OFF SOLTAIN!



Regrettably, the sequel has the Soltain Roulette subgame reappearing. This wholly boring interlude comes between each room, providing a mind-numbing way to rack up extra lives.

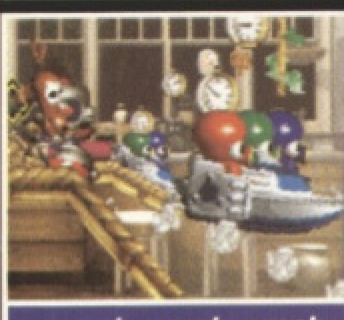


WHIP CRACK AWAY!

Huzzahs all round that this time someone included Pepperachou's excellent toy horse and cart, incorporated in some track-based 'minecart' levels. These are not too hard, but look mental, with enemies adopting Damon Hill-style reckless racing tactics. Not only that, but you have the ability to change points and race from foreground to background...and back again!



The Clockwork Knight Demolition Derby.



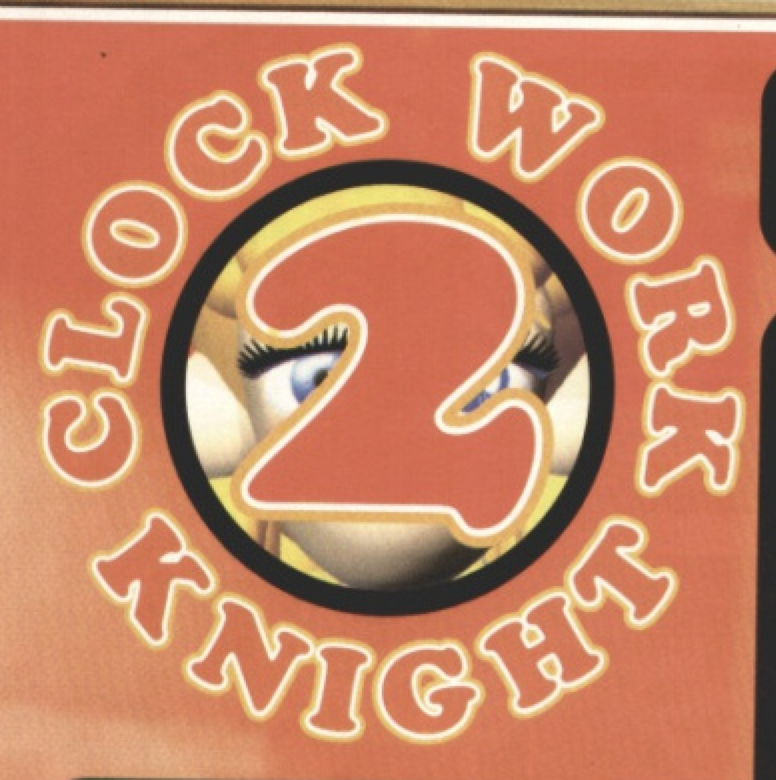
...woah...woah...woah ...woah...whey!











BLESS THIS HOUSE

Once again, the action is set in various rooms of the house, with two stages and a boss in each. Good news: the levels are longer, look much more impressive and the bosses really do blow you away. Watch out for umpteen eye-popping effects:

KID'S ROOM

The entry level is pretty big, with some amazing wooden block effects and quite a bit of freedom to explore in a non-linear way. The second stage is a cart sequence, with huge clowns toppling out of the background.






THE BOSS

Pepp faces a huge snake of toy blocks which winds around a meccano frame. The highlight is where he turns into a monstrous skipping rope.



STUDY

The background seems stunning, even more so when you realise you can use toy cannons to jump between various planes of platforms. A very neat puzzle is set with the mini-rockets. You can launch them from one plane to strike enemies in the fore or background. Music books fall open in perfect 3-D, with baddies sprouting from their pop-up pages.










COMMENT



MARCUS

Everything from the Hollywood-style musical intro to the epic play area tells you that the sequel to Clockwork Knight sets a new standard. This is a game with genuine character that draws you into its surreal world where your deadliest weapon is a toy horse and you run scared from killer pencil sharpeners. OK, so it's still a platformer, but it's such an attractively decorated box of tricks that it proves very difficult to resist.

COMMENT



GUS

Yes it's bigger, yes it's better, no it's just as easy. There — everything you want to know about this sequel. Downers first, Clockwork Knight 2 is not significantly more difficult than the first game, and those of you who found Clocky 1 too easy should steer clear. But it's impossible not to like it — it's unfeasible not to laugh at it. The game has great style and dazzles with some of its effects, taking graphics into a whole new level beyond the original. There are also some brilliant gameplay ideas, more complexity than left/right/attack, and bosses that do number 2s over anything else seen before. The levels are larger and less linear. They're just not that much harder. As a platformer for the young this is just the ticket, and for indulgent buyers, this proves a technical tour de force. It's make-your-mind-up-time.

BATHROOM

Even the soap and nail brushes get a look in here. The cart sequence is a riot, with joyriding octopii and jumping sharks.



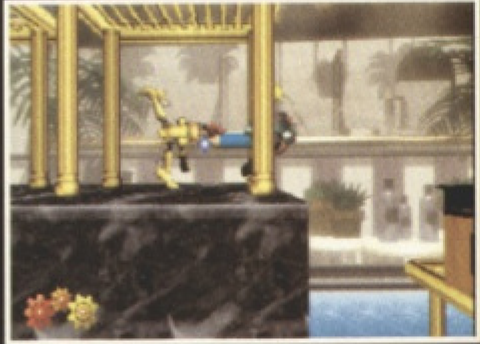




THE BOSS

A huge octopus looms upon a sea of sponges, cackling and lobbing bars of pink Lux. Get a lifebuoy!

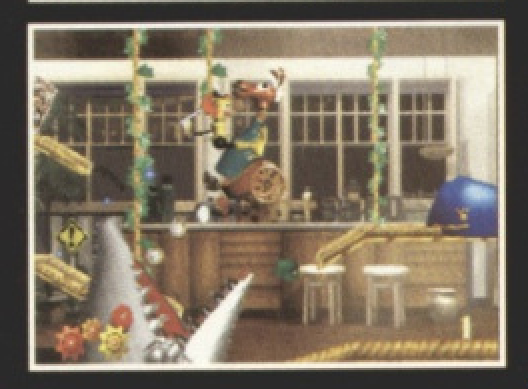




THE BOSS

Stupendous. A ghostly page dips itself in three colours of ink and morphs into paper animals, each with their own attack pattern and Johnny Morris animal noises.





GRAPHICS 94
▲ Much better than Clock 1, with some amazing Saturn effects like the bathroom misting. They pile on the atmosphere.

ANIMATION 93
▲ Incredible animation on some baddies, and much smoother scaling effects. The bosses are majestic in action.

MUSIC 90
▲ It's the same ragtime gubbins of the first game, but the music is much better on the whole.

EFFECTS 90
▲ These are superb, from honking hooters to the animal roars of paper tigers. Used to great comic effect.

PLAYABILITY 84
▲ Opportunities to explore, changes of pace and some puzzles.
▼ It's far too easy to coast through.

LASTABILITY 66
▼ After the first and similar excursion, we have no illusions about the longevity of the game.

OVERALL

Sets many new standards for Saturn platformers, but not in the realm of challenge. Diehards have been warned.



76



BY NAMCO

RELEASE OCTOBER

PRICE TBA

GAME TYPE BEAT 'EM UP

1-4 PLAYERS

24 MEG

BREAK DOWN



ORIGINALITY



CHALLENGE

ACTION

STRATEGY

REFLEXES

OPTIONS

CONTROL JOYPAD

GAME DIFFICULTY MEDIUM

CONTINUES LOTS

SKILL LEVELS 4

RESPONSIVENESS PRETTY SHARP

ORIGIN

Swords, sorcery and skull-crunching in this dark ages one-on-one.

GAME AIM

Armed with your customised weaponry and special moves, fight your way to the top of the tyrannical tree.

BEAT THIS

Defeat Jen-Tai on warlord setting.

Life's a bitch. There you are, DemonLord Raith, minding your own business presiding over your evil empire of chaos, when along comes this bloke who throws a spanner in the works. A blind prophet ambles up to you and warns, "a child shall be born under the Warrior's Moon...it will rise to face the demon in combat...and the Lord of Demons will fall by the hand of the Weaponlord..." Someone sits you down and explains very slowly, in words of no more than one syllable, that this means you're about to come a serious cropper. Still, you figure, there's no way someone in nappies is going to kick your butt. So you sit on your arse for 25 years and wait for this kid to roll up.

But how are you going to know your destiny-bringer apart from all other goons who reckon they can sort you out in the car park after closing time? Your plan is simple. You organise a contest to see who's hardest. The six winners promptly kick each other's heads in, itching for the chance to steal your crown from you.

Bit of a crap plan really, but there you have it. The scene is set for the mediaeval ruck to end all mediaeval rucks...



Choose your warrior from this rather attractive moonlit menu.

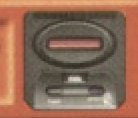




THE DEATH ZONE

Your kingdom at your feet. Not much, and certainly not what you'd call picturesque, but it's all you've got and you're not about to let some whippersnapper take it away from you.













THE WARRIORS

KORR – BARBARIAN MASTER WARRIOR



Armed with a broad sword, the improbably named master warrior Korr has a number of special moves which include the double flame strike, the power kick, the firestorm, the gut-slash and the tarok strike.

BANE – THE LONE WOLF



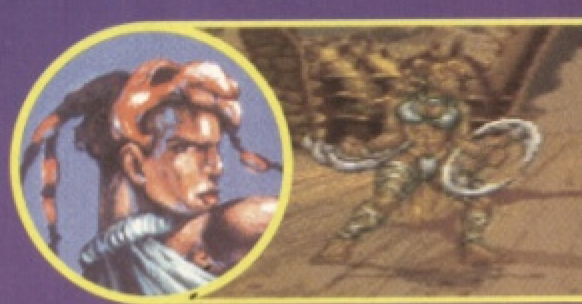
This bloke is, literally, an animal. Habits include tearing people apart limb from limb. Special moves include the skull crusher, the berserker, the hammer blast, the power hammer and the cursed kick.

DIVADA – MISTRESS OF DEATH



A warrior/sorceress who's a bit useful with her twin-bladed staff. She has special moves such as the ground blast, the soul drill, the power flip, the psycho blades and the death whirl. Keep your eye on this one.

TALAZIA – THE BIRD OF PREY



Protected behind a shield made of a giant claw, Talazia's principal weapon is the deadly talon blade. Special moves: the air tear, the rip claw, the shadow deflect and the prey launch.

ZORN – THE DEFILER



The politically incorrect Zorn carries round an ivory axe and can dust off special moves like the scream shield, the ancient axe, the hell grinder, hell fire and the axe trip to topple his quarry. Second only in reputation to...

JEN-TAI – THE WAR QUEEN



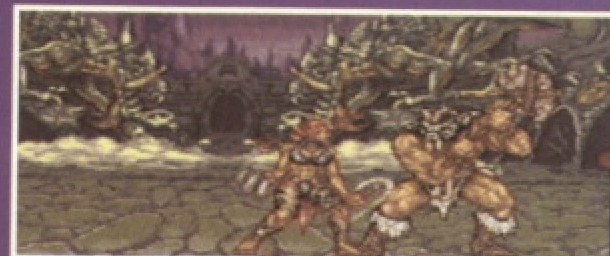
The last opponent you face before you meet the guv'nor himself. Special moves include the shield smash, the reverse kick, the death blade, the leg breaker and the black blade strike.

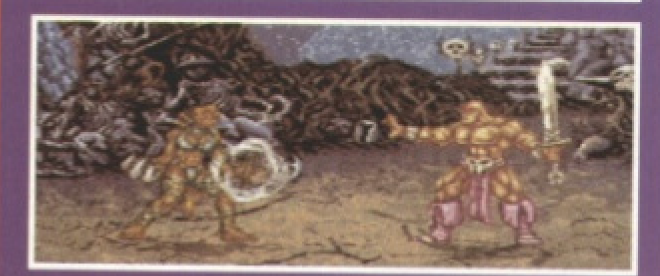
IT'S WAR!

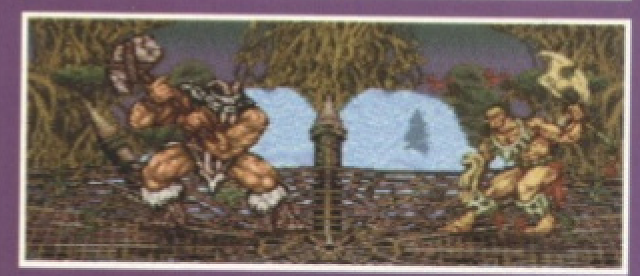
From the Outlands to the Cursed Paths and the Demon Zones, these are the arenas of conflict. Conditions vary from lush jungle to frozen wastes and arid desert. Landscape gardening clearly isn't the DemonLord's forté.

THE 7 FIGHTING ARENAS...















COMMENT



MARCUS

Weaponlord is staggering under the weight of its own po-faced seriousness, making a little snigger at its self-importance difficult to resist. Indeed, when ploughing through the interminable intro sequence you could be forgiven for thinking that you were playing the game of Harry Enfield's Palace of Righteous Justice and not another beat 'em up. Which, of course, is exactly what this is.

While perhaps not as original a spin as Primal Rage, Weaponlord nevertheless does the business in satisfyingly visceral style. Buckets of blood fly as severed heads are lopped off by whirling blades and forcefully plunged swords meet their targets. Some flamboyant fatalities and a wide range of special moves add to the fun. If you like your beat 'em ups coloured red you won't go far wrong with this.

COMMENT



GUS

What is behind this sudden upsurge in violence? The long hot summer, nasty things on the TV? In any case, Weaponlord leaves you in no doubt that inflicting pain is the name of this particular game. Whether it be decapitations, double slashes or bone-cracking specials, it makes most other Megadrive titles look feeble in the gore department. I wish I could get a little more enthusiastic about the actual gameplay. Although the moves are comprehensive, with lots of specials and fatalities, the general action is somewhat slow, with musclebound adversaries no match in speed for the nimble fighters of MK2. It's also unfortunate that this comes up against Primal Rage which, for my money, is the better game. However, Weaponlord has some serious devotees amongst the real gamesters in the office, Paul Davies of NMS for one.



GRAPHICS — 87

▲The he-men and women are well defined in all their various contortions. Backgrounds are similarly detailed.

ANIMATION — 84

▼No worries here – smooth and faultless.

MUSIC — 85

▲A well 'ard thundering score. Well, in so far as the megadrive can ever thunder...



EFFECTS — 81

▲Flying blades and whirling swords make suitably whooshy 'whoosh' noises.

▼The speech is a bit grufty.



PLAYABILITY — 86

▼A very challenging game for the newcomer.

LASTABILITY — 82

▲ Too difficult, and too epic in its scale, to be over with quickly.

OVERALL

This isn't going to convert anyone, but if you're into beat 'em ups this is guaranteed to bring out the worst in you.





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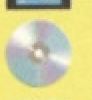
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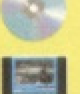
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BY	SEGA
RELEASE	SEPTEMBER
PRICE	£49.99
GAME TYPE	PLATFORM

BREAK DOWN



ORIGINALITY

CHALLENGE



ACTION



STRATEGY



REFLEXES

1 PLAYERS

OPTIONS

CONTROL: JOYPAD
GAME DIFFICULTY: HARD
CONTINUES: VARIES
SKILL LEVELS: 1
RESPONSIVENESS: EXCELLENT

ORIGIN

Bug was developed by the Sega Away Team, Sega's dynamite US developers, as a true 32bit platformer.

GAME AIM

Explore the 6 tortured worlds of Cadavra's domain.

BEAT THIS

$20,000

Forget Cruise, forget Kidman. Willis is yesterday's box-office, Moore — what 'Gimme Moore'? — overpriced. Nicholson? He wants a wheelchair on set. Michael Douglas — are you serious? Leonardo di Caprio...give me a name I can spell, for chrissake!

Bug. Yeah Bug. The hottest name on the hill, since Mamie Van Doren put on her slingbacks or Mel Gibson got on a motorbike. What's more he's dirt cheap for a picture. And I mean dirt. Joan Crawford demanded Louis B Mayer provide a mansion on the lot. This guy's happy with a pile of dung in the corner of his trailer. People have been putting around that it's a case of the 'casting couch'. Well that's where we found him, laying eggs at the time. The producer wanted to get the exterminator in...but do you know how much Arnie costs these days? Anyway, I wanted to give the guy a break. It's personality that counts these days. So he's making a movie with Sega. No expense spared: it's going be the best 3-D epic since 'House of Wax' with Vincent Price.

PUT IT IN PERSPECTIVE

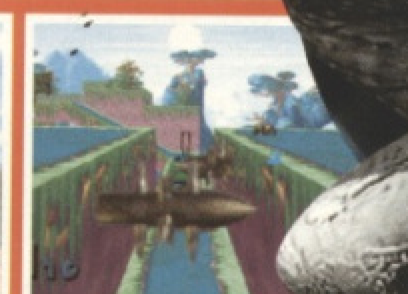
Bug is the platform game brought into three dimensions. Each of the eighteen stages is a vast network of gantries and platforms heading back into the screen as well as left and right. Unlike Clockwork Knight, the screen scales smoothly into these backgrounds, and you can jump onto enemies from the front and back. Sometimes the paths become sheer, with Bug con-





See how far back you are. coo





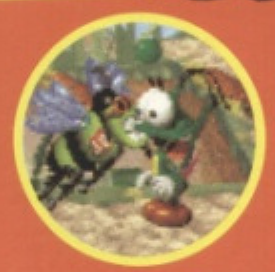
32-BIT PARTS

Bug faces a huge range of foes, each tieing in with the themed world he's in. The second 'western' world, for instance, has lizards, Mexican snakes and tumbleweed. Many have multiple attack patterns:





DUNG BEETLES
Roll stinky balls and toss them at you.



BEE-52S
Dive-bombing squadrons of stingers.



SECRECY LAWS

Bug is full of secrets to be uncovered. The easiest bonus game to uncover comes when you collect a requisite number of gems per level. Also take any coins you find to Daddy-o Long Legs, who whisks you to one of many 'trippy' bonus levels. In one you even get to race against Sonic! Always look out for suspicious parts of the path, which often lead to hidden sections with bonuses galore.

GRASS HOPPERS
Wa[t]ch for them hoppin[g] out of nowhere.

MORTAR ANTS
Some land on petal parachutes.

SCORPION TROOPS
Claws and tails to contend with.

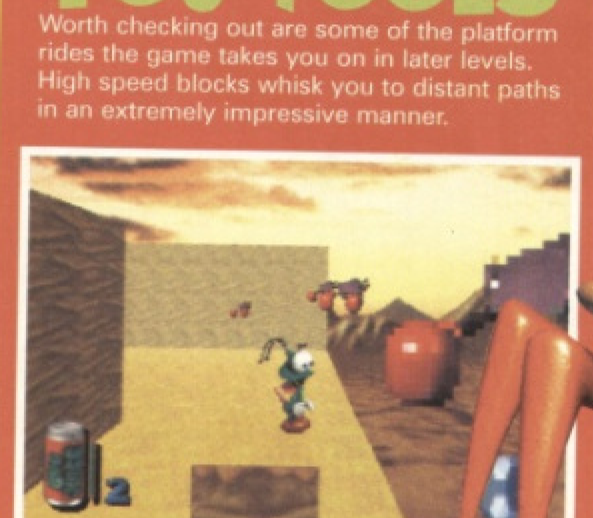
MEXICAN SNAKES
The hat is deadlier than the rattle.

SWATTING FROGS
An unlikely way to catch flies.

MOSQUITOS
Rather dense, and led by the nose.

PLUG FLIES
A shocking use of resources.





YOUR STUNT DOUBLE

There are several power-ups to find, we'll leave them to you to find, apart from the Stunt icon. When you recover this helmet, a blue stand-in res over for a few invincible seconds.

FLY, FLY YOU FOOLS

Worth checking out are some of the platform rides the game takes you on in later levels. High speed blocks whisk you to distant paths in an extremely impressive manner.

Gus' favourite bit of the second Reptilia world, and with good reason.

COMMENT



MARCUS

Now, this is a bit more like it. Remember when games were allowed to be fun? This little treat is so instantly disarming, so deceptively complex and so incredibly playable that it's impossible to put down. If Daytona and Virtua Fighter weren't enough reason to invest in a Saturn, then the game you've been waiting for has arrived.



COMMENT



GUS

We knew Bug! was going to be good, but not this good. This is one of those fantastic games when everything is just right. Graphics are pretty amazing, both in character and movement; the sound is brilliant, with a stream of Bug's comments accompanying your play.

But it's the gameplay which will take you longest to appreciate. Although Bug is instantly accessible and addictive, you might be fooled into thinking it's simplistic and unoriginal. Nothing is further from the truth. This is an extremely devious game, with just about every section meticulously planned. There are multiple paths through each stage, allowing you take different routes, and the more time you spend, the more secrets are revealed. The bonus rounds are excellent too. The whole affair is damned, damned hard, and should give even the best players several weeks of trouble. Yes it's a platformer, but the next gen machines need platformers like any other game, and this is the best on any 32-bit system, without hesitation.

GRAPHICS 93

▲Brilliant rendered sprites, humourously drawn and functional but pleasing background layouts.

ANIMATION 88

▲Excellent use of 3-D animation, for sprites and the whole movement of the layout is dazzling.

MUSIC 89

▲ Frenetic, jaunty, well arranged Dixieland.
▼ Not to everyone's taste.

EFFECTS 91

▲Superb — orchestral crashes for each impact and tons and tons of chuckle-worthy samples.

PLAYABILITY 94

▲Absolute and total accessibility, with one of the best learning curves of any game. Lots of freedom to make choices.

LASTABILITY 92

▲Loads of levels, loads of secrets, vast playing area, and a continue system which is not overgenerous.

OVERALL

If you've ever liked playing platformers you must have this for your Saturn. An absolutely essential buy for those into gameplay.





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BATMAN

FOREVER

BY	ACCLAIM
RELEASE	SEPTEMBER
PRICE	TBA
GAME TYPE	BEAT 'EM UP

1-2 PLAYERS

24 MEG

BREAK DOWN



ORIGINALITY



CHALLENGE



ACTION



STRATEGY



REFLEXES

OPTIONS

CONTROL
JOYPAD

GAME DIFFICULTY
HARD

CONTINUES
NONE

SKILL LEVELS
3

RESPONSIVENESS
GOOD

ORIGIN

Based directly on the current blockbuster movie and inspired by the DC Comics character.

GAME AIM

Thump your way through 70 sub-levels using gadgets, solving riddles and taking out thugs.

BEAT THIS

LEVEL 2 STAGE 1



CHOPPER
NECRO MAN
WHEN RUNNING TRACK.
NO NEED FOR COMPLAINING.
TO AVOID GETTING SORE.
AVOID HEAVY TRAINING.

Riddles allow intelligent people to play better!

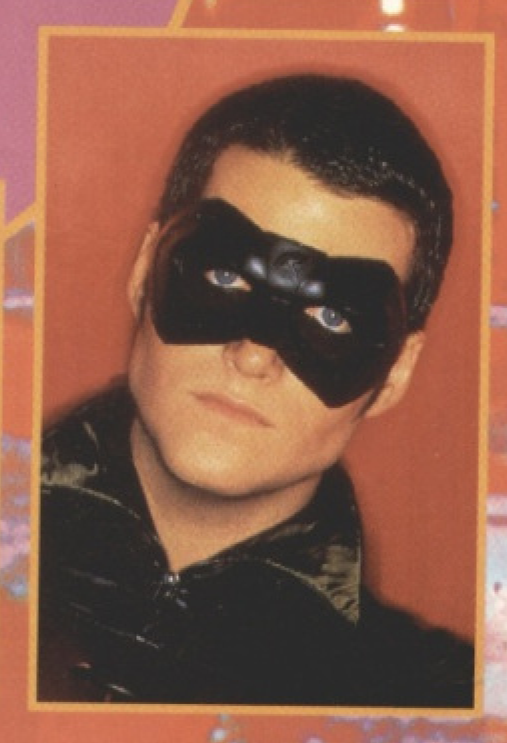




Arkham Asylum, the brooding institution for the criminally insane on the outskirts of Gotham's buzzing metropolis, is the scene of a spectacular and ominous breakout. Psychopath Harvey Dent, who styles himself as 'Two-Face', has escaped his maximum security compound and has assembled his own gang of vicious skinhead thugs. His only objective (apart from pillaging from the town's great and good) is to kill Batman. Meanwhile, a disgruntled and eccentric employee of Wayne Enterprises' R&D department, Edward Nygma, quits the company to market his own 'Nygmatech' 3-D TV system. It's a huge hit but Bruce Wayne, aka Batman, knows the device extracts brainwaves from its user with potentially disastrous consequences. In the wrong hands, such a device could prove to be a deadly weapon. As if this wasn't enough, Wayne has been receiving strange epistles from a character known as 'The Riddler', who is near to discovering Batman's true identity and who also seems to have thrown his lot in with Two-Face. Batman seeks to even the odds by allowing his new sidekick Dick Grayson, aka Robin, to join him on his perilous mission to clean up the streets of Gotham...

Kicking bad-guy butt in deepest Gotham.







FOREVER

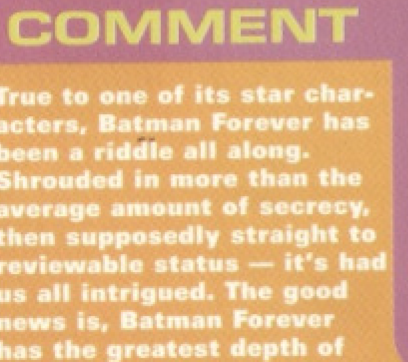


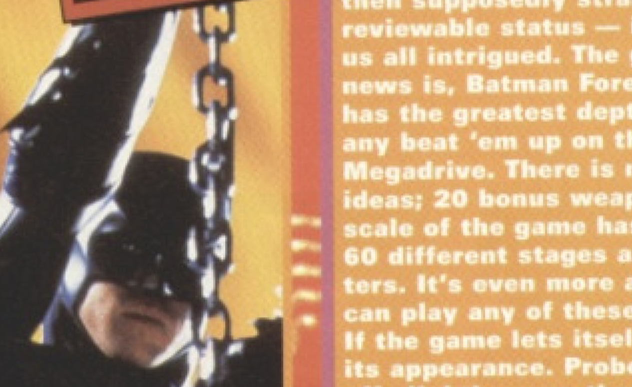
Dick Grayson Gotham frisbee champion, 1968. "Holy boomerang, Batman!" etc.



Who wants to sit in the front?







COMMENT



True to one of its star characters, Batman Forever has been a riddle all along. Shrouded in more than the average amount of secrecy, then supposedly straight to reviewable status — it's had us all intrigued. The good news is, Batman Forever has the greatest depth of any beat 'em up on the Megadrive. There is no shortage of new ideas; 20 bonus weapons for a start. The scale of the game has to be admired, with 60 different stages and a host of characters. It's even more astounding to find you can play any of these in the training mode. If the game lets itself down at all, it's in its appearance. Probe have maybe bitten off slightly more than they can chew with the digitised look on a 16bit format. The sprites come across well, but often the backdrops look a little too grey and dark, even grainy. However, the game looks better and better and the playability is never in doubt. It's not quite pacey enough to be called a platform beat 'em up, but Batman Forever strides genres and offers the sort of ingenuity that successful 16bit games have to possess nowadays.

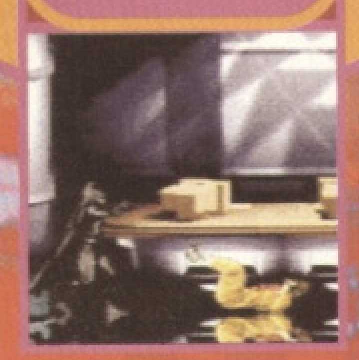
'YOUR ENTRANCE WAS GOOD, HIS WAS BETTER'

Batman Forever covers a huge scrolling area using the same set ideas, sometimes even the same designs, as the movie. The game is non-linear, with Batman exploring areas fully, returning to old areas to discover new doors or new enemies. Sometimes Bats will have to kick his way through a door, fall through the floor, glide across balconies or take to new levels. In all there are 60 sub-levels to the game.

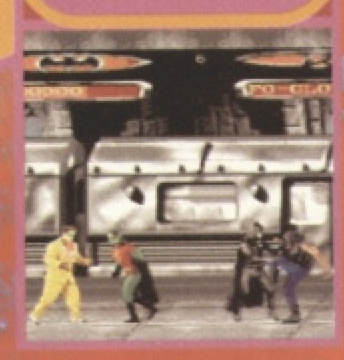
ARKHAM ASYLUM
The loonies are ripping through strait-jackets and threatening you with some electro-shock therapy.



WAYNE ENTERPRISES
First floor – mayhem, Two-Face's thugs and some extras from Dick Tracy, it appears.



GOTHAM METRO
You can't beat the tube. Well, you can't stand in front of a 200 ton underground train and live to tell the tale.





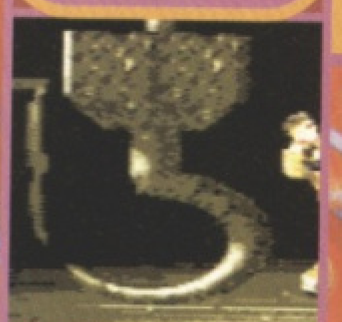


'SHOWMANSHIP — THAT'S THE DIFFERENCE'

A major feature of the game is the extra powers gained from the bat belts. Both Batman and Robin are able to select unlimited gadgets from their custom belts. At the beginning of each round, the options lists are shown. Accessing these in the game is by way of special joypad moves. The more powerful bonus items are found later by matching blueprints. There are some twenty devices in all.

STANDARD EQUIPMENT

GRAPPLING HOOK
Essential for climbing to higher levels.



PULSE PELLET
Its effect leaves opponents blinded and dazed.



BATMAN'S OPTIONALS

BAT BOLAS
An adapted version of the Mexican weighted rope weapon.



SMOKE PELLET
Reduce enemies to disabled, choking inadequates.



FORCE WALL
Neat animated portable shield that springs forth.



ROBIN'S OPTIONALS

SONIC BLAST WEAPON
A sound-beam knocks baddies stupid.



HEAT WEAPON
Fiery blasts come from this souped-up hair drier.



COMMENT



MARCUS

I initially found this a bit unwelcoming – everything is a bit dark and gloomy and the figures themselves seem dwarfed by their surroundings, but isn't that what Batman's all about? Once I got over these niggles, however, I was hooked. If nothing else, Batman Forever is a film of spectacular set-pieces and the game follows suit with some clever recreations. Check out the Riddler's giant cylindrical lair where you have to see through hundreds of swirling question marks to check where your punches have landed. I've never seen anything quite like it.

The quality of figures like Batman, Robin, Two-Face, the Riddler and the various heavies is also an attraction, though quite why the Boy Wonder is wearing his costume from the '60s television series is a bit of a puzzle.

All in all, Batman Forever is great stuff, and clearly the work of people who haven't let an expensive license get in the way of writing a top game. In fact, this is a good deal more entertaining than the film it's based upon.



RHYME AND REASON

Sometimes your next required action or direction is not crystal clear. Here, the Riddler's suggestions come in handy. His rhyming quatrains litter the play area, offering suggestions.







Beware the magazine avenger who swoops in the night.

'I'M PART OF THIS WHETHER YOU LIKE IT OR NOT'

A two-player cooperative mode is included. Both Robin and Batman can create an unprecedented two-player joint beat 'em up. Or opt for the competitive dual option, where you face the foes while kicking seven colours out each other.

'WAS THAT A LITTLE OVER THE TOP? I NEVER CAN TELL'

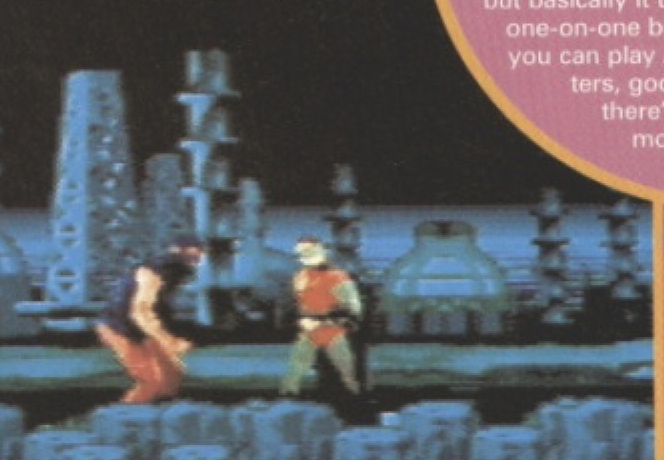
The vast number of sprites in the game were created in a manner akin to Acclaim's Motion Capture technology. Actors in costume were filmed doing the various moves, and these were digitised at Probe for action. Every character has some special attacks and throwing moves. Look out for the mutant riddler.

TAKE THE TRAIN

The game's training mode functions as a game within a game. This allows you to take on another two opponents (including an optional second player) and 'learning' how to beat the crap out of them. It may improve your skills, but basically it turns Batman Forever into a one-on-one beat 'em up. The bonus is, you can play ANY of the game characters, goodies or baddies, so there's tons of fighting moves to exploit.



Ready Brek attack!





GRAPHICS 81
▲ A lot of thought and variety.
▼ Dark and grainy in places, especially early on.

ANIMATION 87
▲ The enemies look great fighting, and the range of animation is vast.

MUSIC 78
▲ Quite a weak area of the game that doesn't come close to the fantastic film soundtrack.

EFFECTS 76
▲ The beat 'em up effects are okay.
▼ The vocal samples are of very poor quality.

PLAYABILITY 90
▲ The game covers all bases, with other aims beyond just fighting.
▼ A little slow in sections.



LASTABILITY 89
▲ The main game is very tough, and the training mode assures the game has a healthy life.



OVERALL

Very brave as film licenses go to attempt something this ambitious. The end result: Batman Forever is a considerable success.

90





BY: SEGA

RELEASE: AUGUST

PRICE: TBA

GAME TYPE: BEAT 'EM UP

1 PLAYERS

24 MEG

BREAK DOWN



ORIGINALITY



CHALLENGE



ACTION



STRATEGY



REFLEXES

OPTIONS

CONTROL
JOYPAD

GAME DIFFICULTY
MEDIUM

CONTINUES
NO

SKILL LEVELS
1

RESPONSIVENESS
GOOD

ORIGIN

A unique hybrid of platformer, beat 'em up and strategy game, with the emphasis firmly on the more violent element.

GAME AIM

Employing lateral thinking, a personal armoury and sheer brawn, escape from your surreal comic book prison.

BEAT THIS

12800

Longtime fans of Sweden's (Norway actch — Gus) premier popsters A-ha will remember the cringe-inducing video for Take On Me. You know, the one where the fresh-faced young lads get mysteriously transported into the pages of a giant comic book and promptly fall in love, look dreamy, have hit singles etc. Comix Zone is a bit like that, except our hero is dragged onto the printed page only to have seven bells of crap knocked out of him.

One stormy night in New York, an artist creates a character so powerful that it leaps from the page, reversing roles with its creator. For the artist, Sketch, to regain his place in the real world, he must take on the threats in an ultra-violent comic strip. Everything from deadly ninjas to slobbering alien life forms pit their might against our hero, who needs his wits about him to gain entry to rooms, amass useful objects and simply stay alive. The reward of success is returning to reality. Failure brings condemnation to a comic book with some of the worst dialogue you've ever heard...





TAKE YOUR PICK

A couple of the junction points which occasionally appear when you've trounced the baddies. Whatever direction you choose, you soon arrive back on a fixed path.

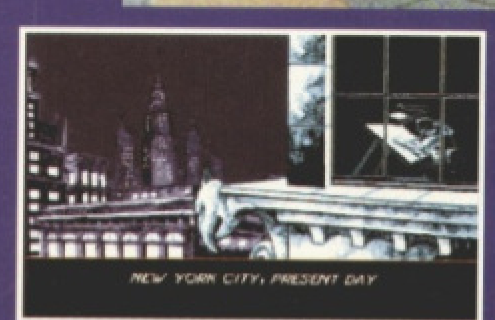




The frames of each picture prove no obstacle.

BACK TO THE DRAWING BOARD

As if having to work late at night wasn't bad enough, our long-suffering artist finds himself on the wrong side of a decidedly uncivilised labour relations squabble. This impressive intro sequence, showing how the artist and his comic book villain swap places, sets the scene for the mayhem to come.







AFTERBIRTH



SPAWN



MUMSY



ALIEN NATION

A selection of the unpleasant extra-terrestrials you'll encounter in your travels. Whether they've dribbling through the ceiling, cracking through the walls or generally looming at you menacingly they're enough to put you off your dinner.

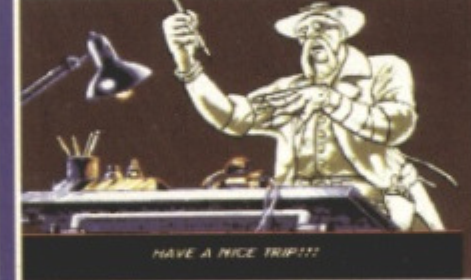


FANDOM

To avoid a shredding in the whirling blades of these giant air conditioners, bombs or the ever-present crates prove useful in clearing the way.





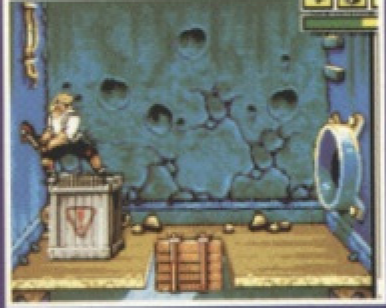


BOX FRENZY

Puzzles often involve using objects to hand in clever ways. In order to get what you want, remember that even the most ordinary seeming objects can have dual purposes.



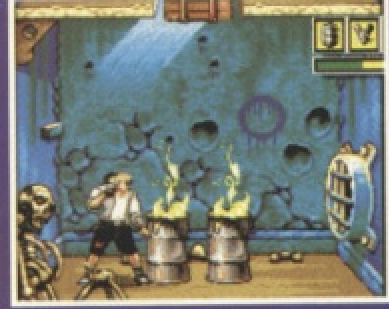
Your commanding officer's intuition isn't always to be trusted.



This particular crate can give you some much needed extra height when pushed into position.



When you've pulled the lever that opens the trap door, push the crate through the whole through the floor...



...and on to the radioactive barrels which lie in wait underneath, thus avoiding a nasty scalding. Hurrah!

STRIP!



The many snags thrown up in comic book land include dull conversationalists...



...hastily drawn opponents to take the place of those you've just clobbered...



...and embarrassing noises.



Successful level completion brings a charitable moment of ego massage from your all-seeing manipulator.

COMMENT

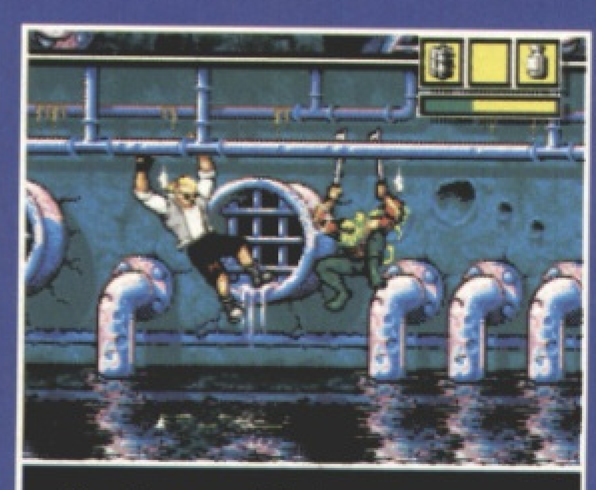


MARCUS

Our preview promised something stunning in Comix Zone. What we got was a great twist on a sturdy theme. Being able to leap from frame to frame and choosing where you'd like to jump makes a refreshing change from more linear games of this type. The strategy elements also add an extra dimension, even if it can get a bit tedious going through the motions of manoeuvring crates and flicking switches on repeated plays. The cheeky comic book speech bubbles are another element with a shelf life shorter than the action, and they can become plain annoying when they obscure an important piece of action. Add some greebly aliens and 'Pow!' exclamations into the mix, however, and the pros are well and truly tipped against the cons. This is a game that deserves to win over the most jaded beat 'em up practitioners. All of which leaves you wondering how many genuine superhero licenses would have been livened up by such an original treatment...

SEWER STYLE

The turtles have obviously cleared off, leaving their gear for these blokes. If things get difficult, this is a good moment to seek reinforcements from your pet rat.



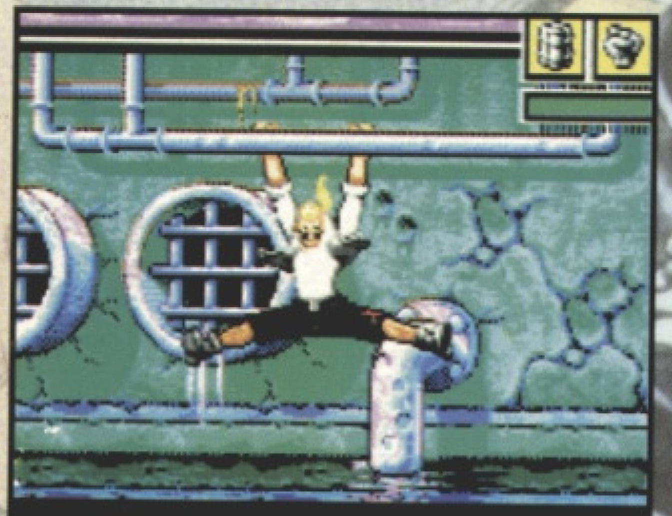
Hanging out with the teenage mutant ninja tortoises.

COMMENT



GUS

In some ways, Comix Zone is completely original, in others much of the same old malarkey we've seen in beat 'em ups since the Ice Age. But it's impossible not to like this most quirky of recent Megadrive titles. From the crooning on the title page, to the cheesy cartoon dialogue, this game has class. Okay, Marcus comes from the heady world of comics and can see some of its shortcomings, but basically I love the new slant on the beat 'em up it offers. The game's not bad either, with plenty of foes, and a range of moves augmented by interacting with the scenery – swinging kicks whilst hanging from pipes etc. If you want the most 'different' thing on console this year, Comix Zone is it.



Cripes, there goes me gusset.

TIME BOMB

Well-timed lever pulls align the dials, leading into the next room.



GRAPHICS 88

▲Detailed and complex, even if your hero does look like Michael Bolton.

ANIMATION 86

▲Smooth, even with bombs blasting through the edge of comic frames. Paper tears and flaps about after explosions!

MUSIC 82

▲Plenty of choice – just go for jukebox in options.

▼None of it's particularly memorable.

EFFECTS 86

▲The comic book noises give the game the appearance of an old episode of Batman.

▼You can't turn them off.

PLAYABILITY 91

▲Enough of the platform and strategy elements to keep you hooked if you don't go for the beat 'em up sections.

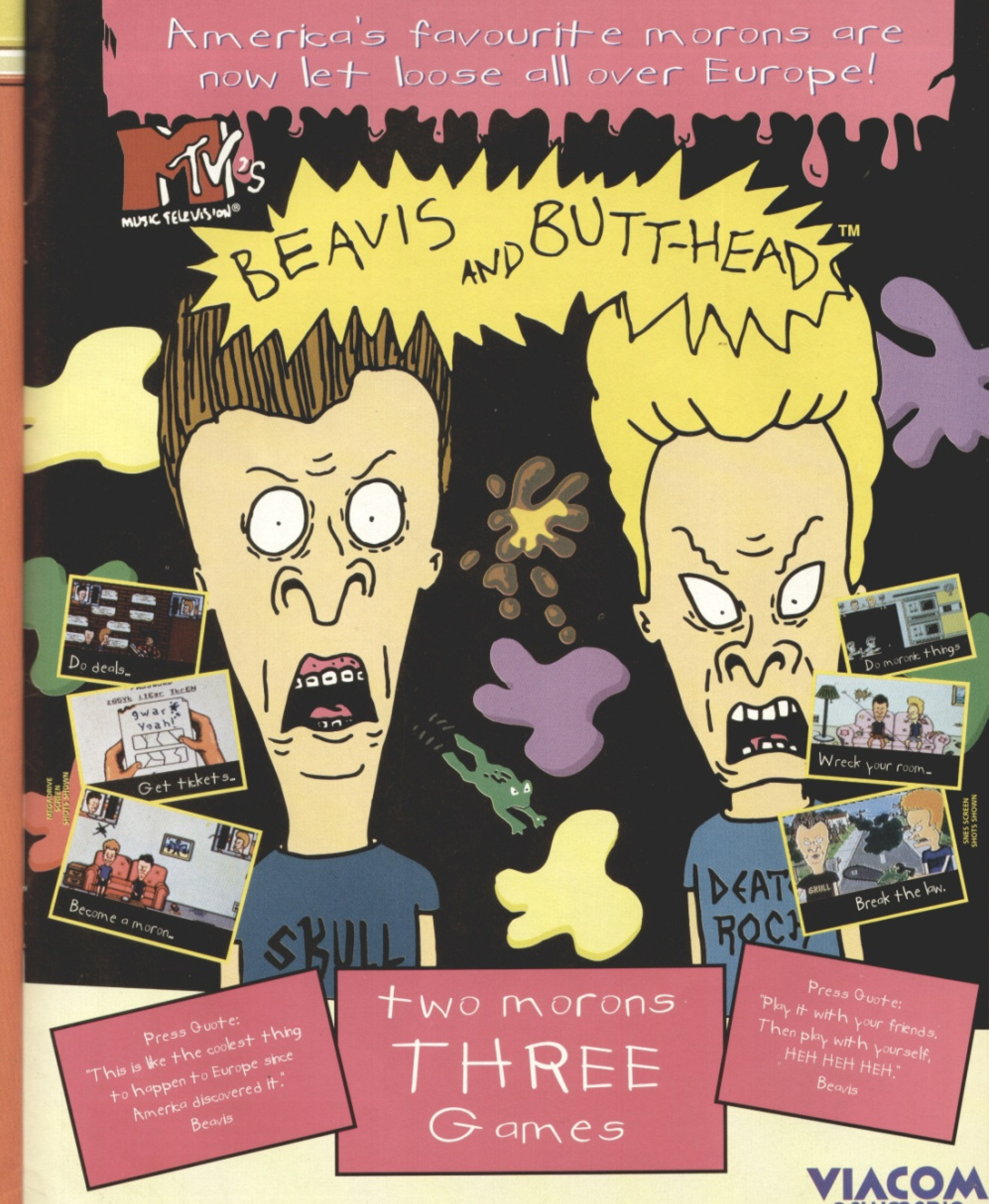
LASTABILITY 90

▲Quite addictive, with enough going on under the surface to keep you going for quite a while.

OVERALL

This novel new spin on three old themes is well worth a look.

89


America's favourite morons are now let loose all over Europe!
MTV's
MUSIC TELEVISION®
BEAVIS AND BUTT-HEAD™
Do deals..
Get tickets..
Become a moron..
MEGADRIVE SCREEN SHOTS SHOWN
Do moronic things
Wreck your room..
Break the law.
SNES SCREEN SHOTS SHOWN
Press Quote: "This is like the coolest thing to happen to Europe since America discovered it." Beavis
two morons THREE Games
Press Quote: "Play it with your friends. Then play with yourself. HEH HEH HEH." Beavis
VIACOM NEWMEDIA™
MTV's Beavis and Butt-Head. Available on the MEGADRIVE™, SNES™, & GAMEGEAR.™
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BY: TIME WARNER INTERACTIVE

RELEASE: AUGUST

PRICE: TBA

GAME TYPE: BEAT 'EM UP

1-2 PLAYERS

16 MEG

BREAK DOWN



ORIGINALITY



CHALLENGE

ACTION

STRATEGY

REFLEXES

OPTIONS

CONTROL
JOYPAD

GAME DIFFICULTY
MEDIUM

CONTINUES
UNLIMITED

SKILL LEVELS
3

RESPONSIVENESS
PRETTY DARNED GOOD

ORIGIN

Conversion of the popular dino-bashing coin-op

GAME AIM

Destroy and humiliate a number of resurrected quasi-prehistoric creatures.

BEAT THIS

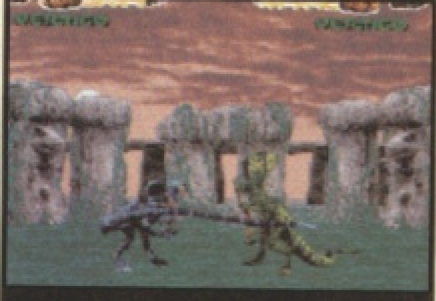
GET ABOUT HALFWAY

Primal Rage is another of those games which perpetuates the ridiculous myth that dinosaurs were a fire-breathing race of violent mutants with special powers who had nothing better to do than smite each other in convoluted battles over scraps of territory, with the eventual goal of ruling the world alone. Of course, this is absolute rubbish. What do these programmers take us for? I mean, we've all seen The Flintstones.

We all know that dinosaurs were in fact a peace-loving species bred and domesticated by pre-Christian humans. Different dinos were available for opening cans, hoovering the carpet and cleaning the lint out of your belly button. Some of them were even kept as pets, and these were the lizards which eventually evolved into modern cats and dogs. Just as the others evolved into can openers, vacuum cleaners and Victor Kaim, inventor of the Remington Fuzz-Away. Gah, games designers must think we'd believe anything.







Cop that, you filthy bounder!



The rarely seen limbosaurus celebrates victory in the only way he knows.

TRUMPS AND WEE-WEE

You might think Mortal Kombat, with its gory Death Moves, or Killer Instinct, with its occasionally pervy finishing moves, have the edge when it comes to outraging repressed pro-censorship Sun-reading types. But Primal Rage, even though it features rather unconvincing Ray Harryhausen-type Claymation dinosuars, probably pips them both to the post. That's because it features a number of moves which glorify – tee hee – *bodily functions*. The most conspicuous of these characters has to be the ape-like Chaos, with his Flying Butt-Slam, Power Puke and hideous Fart of Fury flatulence manoeuvre. Although the groos-out biscuit is definitely taken by the finishing move, which sees a character urinating upon his unfortunate opponent. TIP – Don't let your mum know about this or she won't let you buy it.



The hills are alive with the sound of slaughter. The snowy wastes reverberate to furious farts, powerful pukes and, er, golden showers.







SWALLOW THE LEADER

Humans eh? Give 'em half a chance and they'll all start acting like extras from One Million Years BC. If acting is the sort of word you'd use when describing One Million Years BC. But any-way, the point is that each of the dinos featured in Primal Rage has their own clan of fur-bikini-ed (or pant-ed if they're blokes) worshippers. If you're good and clever and manage to stun your opponent, one or more of their followers may run out into your path. True beat 'em up experts will now know the move which allows them to bend down and eat the little blighters, which in turn boosts your energy. What saps those pesky homo sapiens are.





MY BRAIN HURTS

Ask any paleantologist, and he (or she, we're not sexist here are we birds?) will tell you that the translation of the Latin word dinosaur means "a big lizardy thing with a whacking great tail and a puny little brain like one of them remedial kids at school". And tiny brains do indeed feature in Primal Rage. If your feeble prehistoric cranium takes too much of a battering your dinosaur is stunned senseless. Just in case you're a bit remedial yourself the program-mers of Primal Rage have made is pretty easy to tell when this is about to happen by including a Brain Energy bar underneath the usual body energy bar. So you've got no excuse.







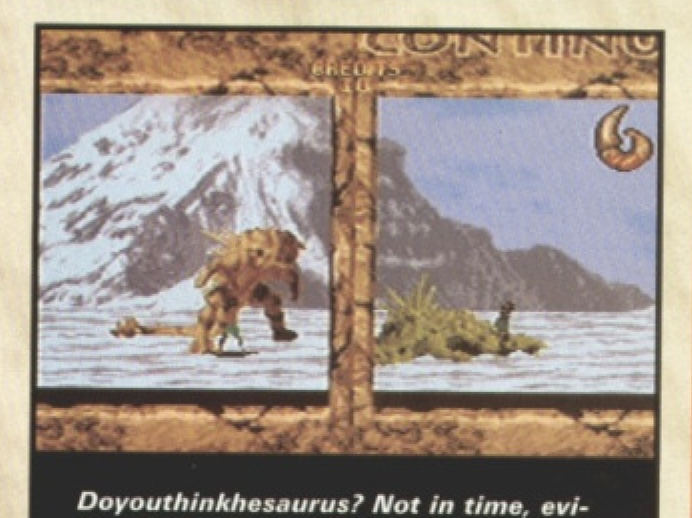
Raquel Welch looks on helplessly as Carole Landis pukes all over Victor Mature. More One Million Years BC movie trivia next month, film buffs.

COMMENT



MARCUS

Primal Rage didn't exactly do a lot for me in the arcades, mostly because it was situated alongside Virtua Fighter 2 and Tekken which were, admittedly, unfair technologoal competition. But as a Megadrive game Primal Rage works brilliantly. Fair enough, if you've got Mortal Kombat and Streetfighter and you're getting sick of the whole one-on-one scene you might not be too enthusiastic about it, but fans of the kaboodle will doubtless be more than enamoured with its special move-tastic combo-mungous lovelytude. Basically, if there's room in your collection for another beat 'em up, this is probably the one to fill it.



Doyouthinkhesaurus? Not in time, evidently. Sorting out the aggressive carnivores from the timid herbivores. Lightweights.

COMMENT

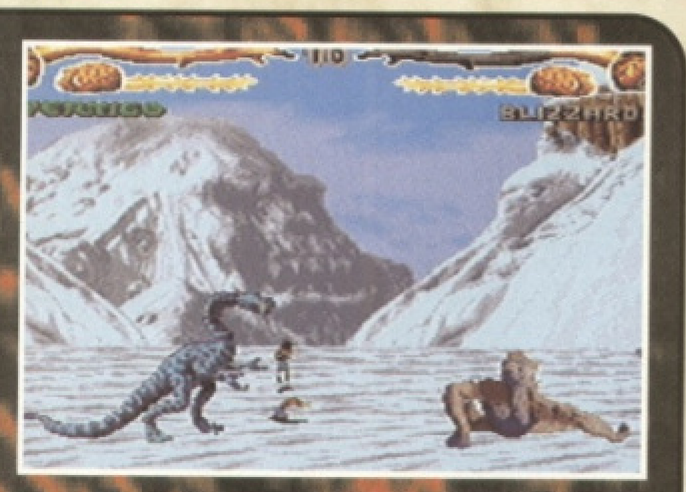


GUS

It's not the biggest game of the year, but Primal Rage is a more than fair conversion of the popular coin-op. I personally find it more playable than the coin-op, which was a little too frantic to appreciate. The four-button arrangement works very nicely, and both controls and special moves combine to produce a beat 'em up that genuinely offers something different. The graphics are highly impressive, considering their origin, and Probe have built-in longevity with hidden gameplay and tournament options. I'd be happy for this to join my collection.

EAT, BUBBY, EAT

If you fancy your chances against the last series of ghost bosses you'd better sharpen up your chomping jaws, becaue there's a special bonus round just before the final conflict. Your job here is to eat lots and lots of human beings in return for extra points and (most importantly) energy to help you in your quest for dino domination. Fat people will obviously have an unfair psychological advantage here.
Incidentally, you may come across a hidden bonus game where both Armadon characters can take turns bowling out a few human pins.







GRAPHICS — 90

▲As kitschy and far out as a plastic T-Rex.
▼Who is Ray Harryhausen anyway?

ANIMATION — 91

▲ Brilliantly unconvincingly animated dinos with real personality.

MUSIC — 91

▲Definitely adds to the experience. A decent soundtrack.
▼Somewhat lost in the heat of battle.

EFFECTS — 90

▲ Nice FX to accompany the specials. Someone farted for the sake of authenticity. Dedication!



PLAYABILITY — 90

▲As much beating up as any other beat 'em up.
▼Perhaps not sufficiently different for non-thrashing addicts.

LASTABILITY — 89

▲Not easy, that's for sure, and there's loads of opponents to face. Plus the final round is more than taxing.

OVERALL

A great beat 'em up which may have been beaten to its niche. Fans of the coin-op and dino-nerds in general will lap it up.

90

PRIMAL RAGE™

PRIMAL RAGE – SHARE A MONSTER COIN-OP!

WIN AN ARCADE PRIMAL RAGE CABINET WITH DIXONS, TIME WARNER INTERACTIVE AND MEAN MACHINES.

When was the last time someone handed you £3000? Memory a bit fuzzy? So when was the last time someone offered you a gift worth £3000? Never, perhaps. Well now, Time Warner Interactive and Dixons are giving you that chance, with their stonkin' scratch-card compo. Up for grabs is the fully grown, arcade cabinet of Primal Rage: the one and only dinosaur beat 'em up.

Now, if you'd you like to cast your eyes back to the previous page, you'll catch our review of this game, as converted by TWI for the Megadrive. And very enticing reading it makes too, with the game scoring a no-so-little 90% on the 'gamesometer', if you will.

And if that doesn't tempt you to crash your games emporium for a copy, what we're about to tell you will. Because if you buy this game (Primal Rage, we're talking about) at Dixons, the rather well known and good for games electrical High Street retailer, you will be handed a scratchcard. Kinda National Lottery don't you think?

On this is a unique (that means no one has it) number which could be your key to the coin-op prize. Just buy the next issue of Mean Machines, or the October issue of NMS, C&VG or PC Review, and see if your unique number matches that printed there. If it does, you could be a winner! Full claim details will be printed in these issues. That was a oh-aren't-we-so-generous-to-our-readers announcement. Now get scratching.

This is a Primal Rage coin-op. It has the following attractive features: *Dinosaurs. *Edible humans. *Takes your mates 20p pieces thus making you rich. *Is very loud. *Plays a mean game of Primal Rage.

VIRTUAL VOLLEYBALL



Volleyball. I ask you. What is it all about? For the uninitiated, this bizarre practice involves two teams of six people knocking a ball backwards and forwards to each other with their wrists. I kid you not. It is perhaps because the logical point of such a pursuit is shrouded in mystery that volleyball is accorded such little credibility.

To most people, volleyball is something only witnessed in old-fashioned nudist colony films. The upwardly energetic nature of the sport lent it perfectly to lingering shots of nubile young ladies' bouncing bristols as they lunged for high-flying balls.

For the rest of us, volleyball is the domain of the Sky Sports channel. The all-girl championships broadcast from California in the early hours feature nothing but suitably dressed sportswomen. Needless to say, all those tuning in after the pubs shut are true connoisseurs of this most elegant sport. The competitors' jugs don't enter into things at all.

All of which leads us not so neatly to Virtual Volleyball, and the chance to harness the complete experience from the comfort of your favourite armchair. Except it's not Californian. And everyone's got their clothes on. And none of them are women.

A CUT ABOVE

A novel way of deciding who opens the game sees both sides play the paper/scissors game. Depending on which button you press on your joypad, you can form your fist into the shape of scissors, paper or stone. If your opponent forms paper to your scissors, for example, then he or she loses. A stone, however, would blunt your scissors. Whoever gets one up, can choose to start.



My scissors cut your paper. Tee hee



No MY scissors cut YOUR paper. Guffaw.



Look, do you actually fancy playing volleyball at all?

TEAM TALK

We can't tell one European flag from another round here so we just opted for the prettiest ones. If you're as crap at geography as we are, it's a relief to discover that the other chances you get to identify your team include a rundown of the players' nationalities and a hilarious husky voice which announces who has possession of the ball during the game.





When the ball glows red, this tells you to get ready to return a volley.

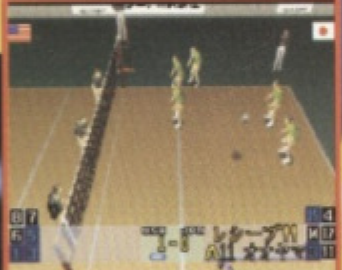


The vanquished loser skulks off the court, while the winner prances to glory. Smug git.



RTUAL EYBALL









COMMENT



MARCUS

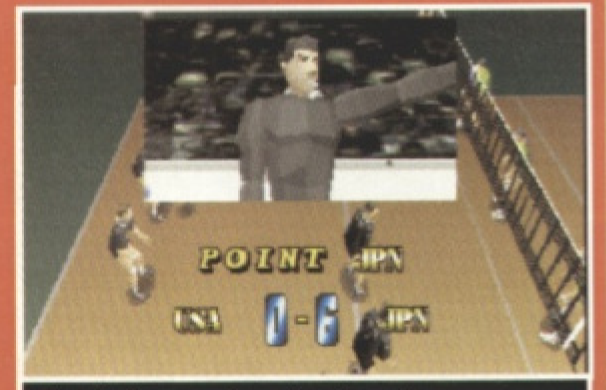
Hmmm. I'm firmly of the opinion that there's little point in sitting down to play most sports simulations on a console when you can go out and play them for real. Although there are some notable exceptions to this rule, Virtual Volleyball isn't one of them.

Maybe it would be fairest to leave these negative predispositions aside and judge this game on how well it simulates the game of volleyball, but even here it falls flat. Any excitement that might have been generated by an accurate representation of this fast-moving sport is lost by the reduction of all ball contact to rigidly preprogrammed sequences. The main influence the player has over the game lies in simply initiating one of these sequences when the ball enters his or her side of the court.

People wouldn't put up with such an unresponsiveness football sim, and the novelty of this being volleyball shouldn't let it off the hook.

BAA-AAH!

The matches appear to be invigorated by a referee who bears an uncanny resemblance to the mayor from Larry the Lamb. A selection of his more amusing traffic-controlling exercises can actually bring passenger aeroplanes in to land on the court. I made that last bit up.



The Fuhrer arrives to view the Battenburg vs Magdeburg ladies final.

COMMENT

GUS

Volleyball was one of the sports I played at school, principally because it was in the warm hall, and we were allowed to play Mel and Kim tapes on a large tape recorder. However, it's a damned hard game to pull off on console because play is so repetitive — dig, set, spike, dig, set, spike...

Imagineer haven't found a novel way to get around this - if anything, their approach makes the game even more tedious.

Instead of controlling players, you time the response of the whole team. That means hitting the button well before the characters respond, giving no feeling of contact. Visually the game looks quite shoddy, suggesting this was a very early Saturn development that took time to come to fruition. I do like the music though, and the animation sometimes gives a fair impression of what volleyball looks like in action.

GRAPHICS 69

▼It's sticklebrick time again. Looks dated already.

ANIMATION 72

▲Smooth enough to keep the game flowing without a hitch.
▼Set patterns of player movements soon become noticeable.

MUSIC 80

▲Jaunty enough to keep you amused when the game doesn't.

EFFECTS 70



▲The ref's whistle is good fun, and the players' plimsolls squeak against the court realistically.

PLAYABILITY 62

▼Frustration gives way to predictability, then fatigue.

LASTABILITY 48

▼Volleyball buffs won't get bored if they can master the curious technique.



OVERALL

The Saturn deserves better. For volleyball freaks only.





BY: TIME WARNER

RELEASE: AUGUST

PRICE: £29.99

GAME TYPE: BEAT 'EM UP

1 PLAYERS

4 MEG

BREAK DOWN





ORIGINALITY



CHALLENGE



ACTION

STRATEGY

REFLEXES

OPTIONS

CONTROL
JOYPAD

GAME DIFFICULTY
VARIES

CONTINUES
YES

SKILL LEVELS
4

RESPONSIVENESS
FAIR

ORIGIN

Another one-on-one beat 'em up, or should that be maul 'em up?

GAME AIM

Flick your tail and nash your molars until your opponent lies in a bloody mess.



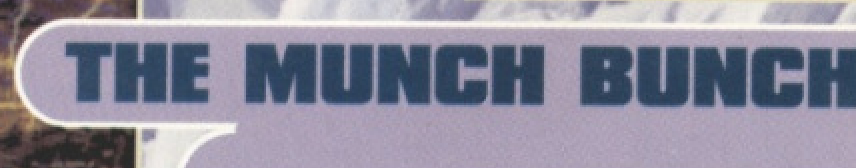
BEA

KICK DIABLO'S BUTT.



If you think it's not safe to walk the streets now, you should try the Earth of the future. A gigantic meteor has basically pranged the planet beyond all recognition, wiping out most life and awaking seven dinosaur-like gods. The remaining humans worship these Godzilla wannabes, who spend most of their time kicking each other's butts for supremacy of the planet they call 'Urth'. OK, that's the story. What we've actually got is the Jurassic slugfest coin-op stripped down for the humble game gear. Choose your deadly dino (and they range from a firebreathing allosaur to a hopping mad monkey with a deadly 'power puke') and stomp all over the world's new continents with scant regard for personal safety.

The numerous unpleasantries you'll encounter in your mission to teach these foul-breathed rapscallions some manners include 'the blow torch', 'the jugular bite', 'the brain basher' and 'the flying butt-slam'. And that doesn't even begin to address the dangers of 'hornication'...



THE MUNCH BUNCH







ARMADON
A brown Tristagasaurtops with a horny snout. He's hopping mad.

BLIZZARD
This guy's got hali-tosis from hell.





COMMENT



GUS

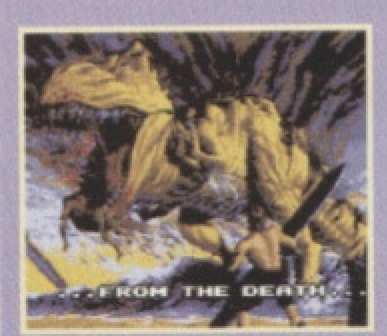
You might think this goes as far on the Game Gear as you can go, and you'd be right. No one can grumble about the sprites or the range of actions in the game. But, like Marcus, I don't think the game works, or plays as well on this format as it does on the Megadrive. The small screen area and limited animation takes most of the fun away. The Megadrive version, on the other hand, is superb.

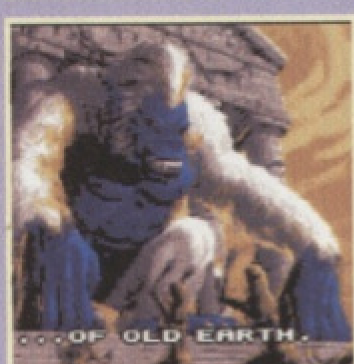
COMMENT

MARCUS

It's a relief to be able to play a beat 'em up with something other than a couple of geezers in martial arts clobber, and something of a wonder that no-one thought of this twist sooner. Having said that, while clawing and rampaging my way through this it occurred to me that beat 'em ups employ chaps and chapesses to do the dirty work for good reason – they have arms and legs. Tails, teeth and toxic burps don't quite cut it in comparison.
This no frills Primal Rage adaptation preserves the ideas that made the original popular with those suffering from beat 'em up fatigue, but loses the extras that might keep you coming back when you've explored each fighter's character. Still, if the opportunity to eat your opponent once you've stamped on his head appeals to you as much as it does to me, then this will do the business.

TOMORROW'S WORLD











Primal Rage has an intricate intro sequence, outlining the horrific events which bring the planet's eco-structure round full circle to the days when dinosaurs ruled the Earth. It's all part of the storyline which sets the game apart from so many other beat 'em ups.



SAURON
The T Rex practises his 'primal scream' on you. 70s retro mish-mash nightmare!



TALON
A Dienonychus with an unhealthy jugular fixation.

CHAOS
Dino juggling, Chaos style. He's practising with two next week.

DIABLO
'The blow torch' – in your face!



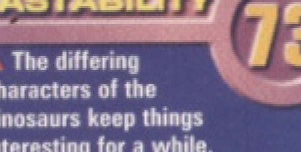
GRAPHICS 85
▲ Effectively sacrifices the backgrounds to keep the dinosaurs looking faithful.

ANIMATION 78
▲ Pretty good. Digitised from latex glove puppets, apparently.

MUSIC 62
▲ The game gear symphony orchestra strikes again.

EFFECTS 58
▲ Tail swishes and flying leaps sound OK.
▼ Biting sounds more like a swipe with a frying pan.

PLAYABILITY 80
▲ Lots of satisfying touches, and the novel scenario, add to the appeal of the gory gameplay.



LASTABILITY 73
▲ The differing characters of the dinosaurs keep things interesting for a while.
▼ The novelty wears off.

OVERALL
An old dog's been taught some new tricks. Fun while it lasts.





F1

A number of afflictions plague the hardened gamer. Over-developed thumbs, poor eyesight and manic behaviour are all prevalent amongst members of the gaming community. Of all such conditions, however, perhaps the most embarrassing is the nervous lean.

At times of heightened tension, the gamer will attempt to physically bond with his/her computer-generated spaceship/racing car/buggy by actually leaning backwards/forwards/left/right when it comes to performing particularly demanding manoeuvres in the vain hope hope of influencing the action on the screen. The condition is rife, and racing games are some of the most dangerous catalysts.

Now, while conducting your racing game in the privacy of your own home you've got nothing to worry about. But should you find yourself afflicted on a portable gaming system in a public place then you've got a problem. F1 World Championship Edition on the Game Gear spells big trouble for the world's commuters...



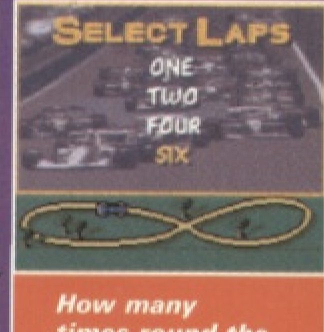








Pick your driver now!



How many times round the rubber band?

TOP GEAR

This being the World Championship Edition of F1, you get the chance to compete within, er, the world championship. As you race around the world's grand prix circuits, you can check on your league position and keep tally on how many points are keeping you from the coveted pole position, and the title of world champion.

*** CLAIRE – there is a grab called LEAGUE - can you put it somewhere near here? ***



Only the best pics passes Claire's caption eye.











TRACK RECORDS

One of the strengths of this version of F1 is the great degree of freedom and choice you can exercise over your game. A lengthy selection process is worth enduring, as it gives you the chance to choose the number of laps you'd like to race, the track you'd like to race on and the driver you'd like to race as. Familiar names such as Hill, Schumacher, Alesi and Berger suggest themselves as your alter egos.





COMMENT



MARCUS

This reminded me a lot of the earliest home computer versions of Pole Position that Atari put out in the early Eighties. While quite playable on a basic level, the shortcomings of attempting something with the depth of a racing simulation (as opposed to a straight game) on modest systems became apparent all too soon. Sadly, the same applies here. Sure, you can select tracks like Silverstone and Monaco to race on, but aside from the basic track construction, very little else varies about each screen. Scattered palm trees and rearranged skylines don't make up for the fact that you can accurately predict when the likes of bridges and lampposts will show up on different tracks after only a few games. And the novelty of blocking similarly predictable opponents to maintain your lead soon wears thin. The Game Gear's limited resources would have been better spent on something with more imagination and less compromise.

COMMENT



GUS

Basic is the word that springs to mind. You can't really blame the Game Gear for that, but some games like Sonic Drift 2 have got around the tecnical shortcomings by incorporating a little fun into the proceedings. By trying to be too close to the original, Domark seem to have neglected that quality. The titchy screen can't really convey a sense of speed, and although the movement is reasonably smooth. This isn't the way for Game Gear games to be going, trying vainly to recreate the glories of games they are unsuited for. Take the recent example of Jungle Strike and the promising Return of the Jedi as guides for the most rewarding use of time and money for the machine. F1 isn't badly programmed, just disappointing.

GRAPHICS 75

▲Stretches this type of game as far as it can go on the Game Gear.
▼Too formulaic.

ANIMATION 78

▲The feeling of forward motion is smooth.
▼You appear to 'drift' slightly at high speeds.



MUSIC 55

▼Aaargh!



EFFECTS 50

▼The opportunities for entertaining prangs and mishaps aren't taken.



PLAYABILITY 71

▲Initially quite good fun.
▼ It's too easy to learn winning methods.



LASTABILITY 63

▼Unlikely to offer much long-term appeal.

OVERALL

Fairly entertaining, within its limited scope.



65



Tru

What is the point of a movie like True Lies. Mainly to teach you right from wrong in the good old fashioned American way. You see baddies, from the Middle East and other such places, like to slap women about the face. Arnie teaches them that you should slap men instead. And the baddies want to possess nuclear weapons, which is also wrong, since only Americans should have them.
This Game Gear conversion is morality in miniscule, with Arnie doling out punishment with a variety of weapons, and avoiding the shots of those with whom he shares a difference of opinion. Just the kind of back-of-the-mag affair known as an on-deadline review spread.

COMMENT



MARCUS

After knocking about with this for a while, I decided to go back and have a look at the Megadrive version. Yup, same game, same idea and not that much differenc in the graphics, save a loss of detail. It's just that the previous game was not that much fun, and was pretty generously reviewed at the time. A fast, explosive movie is reduced to a leaden plod round artificially created maze levels, with the most basic of key-finding requirements passing for a 'puzzle element'. The basic shooting is not even that much fun as, as Gus says, the slow character movement makes much enemt fire extremely difficult to avoid. It also slows the game down to a crawl, apart from the faster sections like the ski-slope. Why bother when quality alternatives are on offer?

It's 2am, it's deadline day and this page looks fab.

PICK YOUR PIECE

One choice the game offers is weapon choice. Icons dotted around the play area offer limited ammunition for a variety of quick or wide firing weapons, from Uzis to shotguns.



...ue Lies

THE INNOCENTS

Strangely enough for a member of the CIA, Arnie is not supposed to hit any innocent civilians. Not what we've heard, mate. Anyway in game land, hitting one of the unarmed characters trolling by is punished with a slap on the wrist, and if you maim enough, you may even get taken off the case!

COMMENT



GUS

The movie didn't change the face of cinema and the game sure aint going to alter the path of Game Gear gaming. Beam have produced a workable conversion of their own rather limited Megadrive effort, which uses the same locations, but none of the plot elements of the film. It's the sort of cart to bang in for five minutes now and then, but since the Game Gear has thrown up some real classics lately (with more to come), why bother?

Claire has real bags under her eyes. I mean real suitcases.

LOOKS FAMILIAR...

The game uses the scenes of the movie, as did the similar Megadrive version. The $100m squeezes into flat overhead renditions of the chateau, shopping mall and park that Arnie roamed through, but without the horses and hi-tech equipment, and no Jamie-Lee Curtis subplot. There is snow and skiers though.





I'd like to apply for the Staff Writer terrorist's job, please

GRAPHICS 64



▲ Crisper than a bacon frazzle.

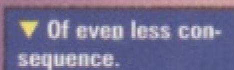
▼ Crisply lacking detail.

ANIMATION 60



▼ Little animation on the very small sprites.

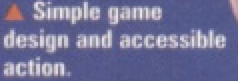
MUSIC 62





▼ Of little consequence.

EFFECTS 66



▼ Of even less consequence.

PLAYABILITY 61

▲ Simple game design and accessible action.

▼ Not inspiring to play.

LASTABILITY 53



▼ Boredom sets in very early.

OVERALL

A whimpering game of a roaring (but silly) movie.



59

OUT NO

Welcome one and welcome all, to the little remind-you bit of the magazine that reprises games we have previously reviewed as Saturn imports, that have now come out or are planned for the UK Saturn. Why do we do this? Well, partly because you're so piggin' forgetful, and partly because Sega are making changes to some of their UK releases to 'adapt them to the market'. Let's see how they've done with this month's selection...



THING OF THE MONTH — RAM PACK

A cartridge with no game may be the last thing on your shopping list now you've entered the CD age, but we're just beginning to appreciate the benefits of the Saturn RAM pack. At around £30, it has many times more space than the Saturn's internal RAM and the advantage of being portable. Now you can take positions of Myst, saved games of Bug! and Daytona times to a mate's Saturn. So yes, we do use it, yes it is wholemeal, and yes I do enjoy writing this section.

CLOCKWORK KNIGHT

£44.99 1 PLAYER

We could have done with this being in last month, since it came out around the time of the machine. It has been the least successful of the initial batch of games on Gallup's chart figures, which shows what a canny lot you all are. Because, basically, it's not very good.

Clockwork Knight is a platform game of the classic type, with a left/right attack format, and very little variety. You control a character called Pepperachou, a cute little tin figure who carries a deadly key – well, deadly to his toy enemies. Chelsea, the Pamela Anderson of the doll kingdom, has been abducted, and Pepp sets of on a four-level quest to her rescue.



Four levels. Doesn't sound much, does it. And indeed it is not. This, apart from over-simplistic and repetitive gameplay, is the crux of the problem. The game simply isn't big enough. Levels are generally short, and bosses easy to beat.

'Tis a great pity when you consider the impressive graphics and sound. The programmers have been eager to show off some fancy Saturn FX, and although the action is basically 2-D, depth is frequently used to good effect.

Changes are limited to a reduction in the coins that offer continues, which were ludicrously over-available on the Jap version, but sadly Sega have left in the intensely irritating Soltain Roulette game.

It was generally thought that Clockwork Knight was only the first half of a game, and that the recent Clockwork Knight 2 was the concluding half. That would make sense. We suggest waiting, either for better platformers, or a joint pack with both halves together. In light of this, we've seriously downgraded our opinion of CK.

OVERALL



A limited, kiddy platformer that doesn't even look so good now.



60



PANZER DRAGOON

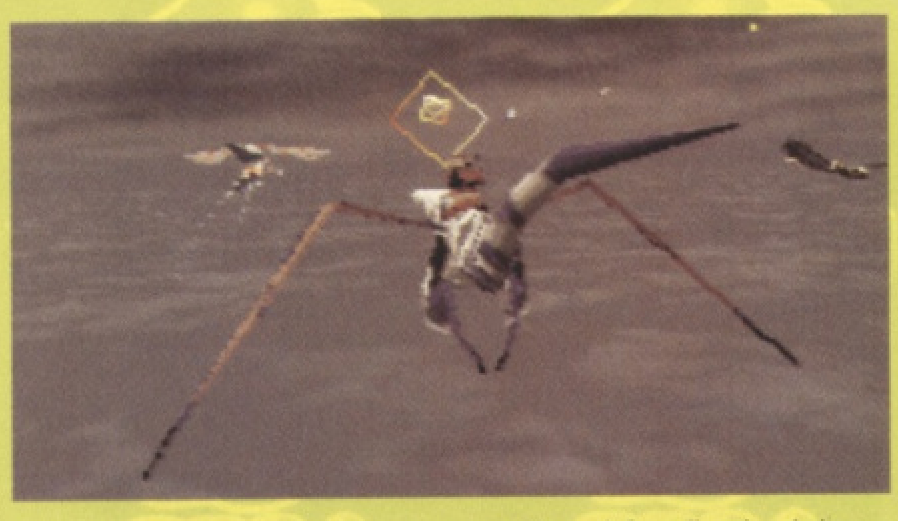
£49.99 1 PLAYER

It rocked and rolled us this spring, just when the Saturn needed a lift, and it probably gave the machine a boost in Japan, which has nosed it ahead of its Playstation rival. But what, after some months of play, do we make of this dragonflight of fancy?

By their own account, this is the most expensive console game Sega have ever put together. It really shows, with the fantastic quality of atmosphere, innovations and attention to detail. The background concerns a young adventurer, who is saved by the intervention of a brave dragon warrior. When the warrior is slain by an agent of the evil cone-shaped empire, the fighter takes his power lance and old mount, and flies through seven levels of crazy 3-D annihilation in the pursuit of vengeance.

Those of you familiar with Space Harrier, or any 3-D blaster, will recognise the game style. Only, Panzer Dragoon is more sophisticated. The levels unfold in a fairly fixed manner, but there is leeway to move and avoid fire,





and, even more impressively, you can rotate through four directional viewpoints, covering flanks and the rear as well as the fore. This is put to good use in some levels, which require vigilance and eyes in the back of your head – literally.

The scaling graphics are, for the most part, tremendous, although some of the bosses are a bit of a let down. Combined with the slightly offbeat musical score and thunderous effects, it's seems closer to Star Wars than Sonic. The main cause of the game's decline in rating is the ease with which average to good gamesplayers can conquer the meagre seven levels, really just as they are getting into the game. It's still an A-class title, though, and Sega have handled the NTSC to PAL conversion with no noticeable glitches.

OVERALL 85

Impressive and dynamic shoot 'em up debut, but a little superficial and too easy.

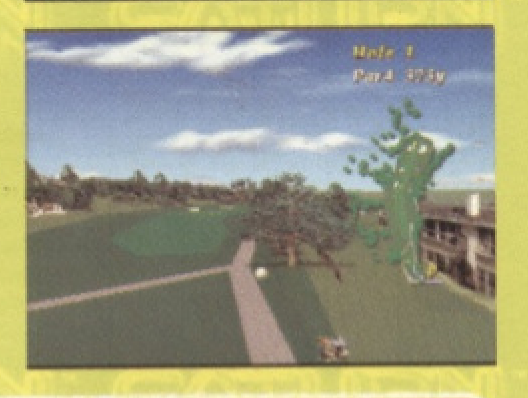
PEBBLE BEACH GOLF

£TBA 1-4 PLAYERS

One for the dads this, as Sega attempt to entice those with the wallets into the electrical stores. This appeared on import in April, and the PAL conversion offers the advantage of English text and speech. It's also the kind of game that will be affected very little by the 60 to 50Hz switchdown.

Put together by T&E Soft, who have done countless golf games on various formats, Pebble Beach doesn't adopt a photo-realistic approach to the course. Everything is in bright colours, with large chunky scenic sprites. The reason for this is the flexible 3-D engine that offers you the freedom to view holes from various angles, and even join the ball in-flight with the ball cam.





In contrast, the player characters (and their caddies) are convincing versions of digitised golf-types. And the 'crowd', out of sight but audible, do their best to sound authentic. Generally, sound and graphics are of a high standard for a golf game. The major weakness is the single course on offer, and this has reduced the longevity of the game within the office. Despite no shortage of front-end gubbins, we'd have rather fancied somewhere other than Pebble Beach to swing our sticks.

OVERALL



Golf done nicely, but left below par by the lack of alternative holes.



Belt up and pay attention you scum. Just because a new management's moved in doesn't mean anything's going to get easier round here. Welcome to the home truths department of Mean Machines – Sega Power readers and Master System owners need not apply. Remember the rules and we'll all get along just fine. Amateurish artwork, hate mail and bribes to: AND YOU THOUGHT STEVE WROTE THIS, MEAN MACHINES SEGA, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

Caption CaptionCa ptionCaptionCapt ionCaptionCaptio nCaptionCaptionCaption

BROWN STUFF

Dear Yob
I'm writing to you about a letter you printed last month [issue 33] from a rancid mutating shrivelled up camel's uretha called Paul Keats. He read you 'top mag' for two years (oops, I've found some brown stuff on my nose) and then has the cheek to say gamesplayers are retards! He says we waste money on foolish carts. Well, I don't because I'm on the dole so I borrow them.
Greg Brown, Hull
YOB:I'm sure Paul won't mind you helping yourself to his cartridges now he's lost interest. I'll get it sorted. Oh, and its spelled u r e t h r a. Just so you know.

KLINGON

Dear Yob
I wonder why Paul Keats is so wound up? Perhaps he woke up late one morning and missed a few train numbers. Maybe his favourite anorak got ripped in the wash. Or could it be the fact that he's sadder than a Pee Wee Herman convention? The most obvious reason is because he's a sad winging knob. I mean, his whole letter was a subtle hint telling us that he has a girlfriend. SO? Pee Wee Herman had a girlfriend and he's still a sad sack. Yet Mr Keats sees fit to accuse the entire gamesplaying world of being sad gits. How can he call us sad when he's the one who buys a magazine that covers a subject he finds sad? It's like a Manchester United supporter buying an Ipswich Town fanzine just so he can take the piss out of its readers. If you don't like computers Mr Keats then fine. You just run along and continue to get excited over the Eurovision Song Contest and attend those Star Trek conventions dressed as a Klingon.
Chris Biggar, Accrington, Lancashire
YOB:The anti-sad squad strikes another blow for freedom. We'll finish Mr Keats off later.

NUMBER TWOS

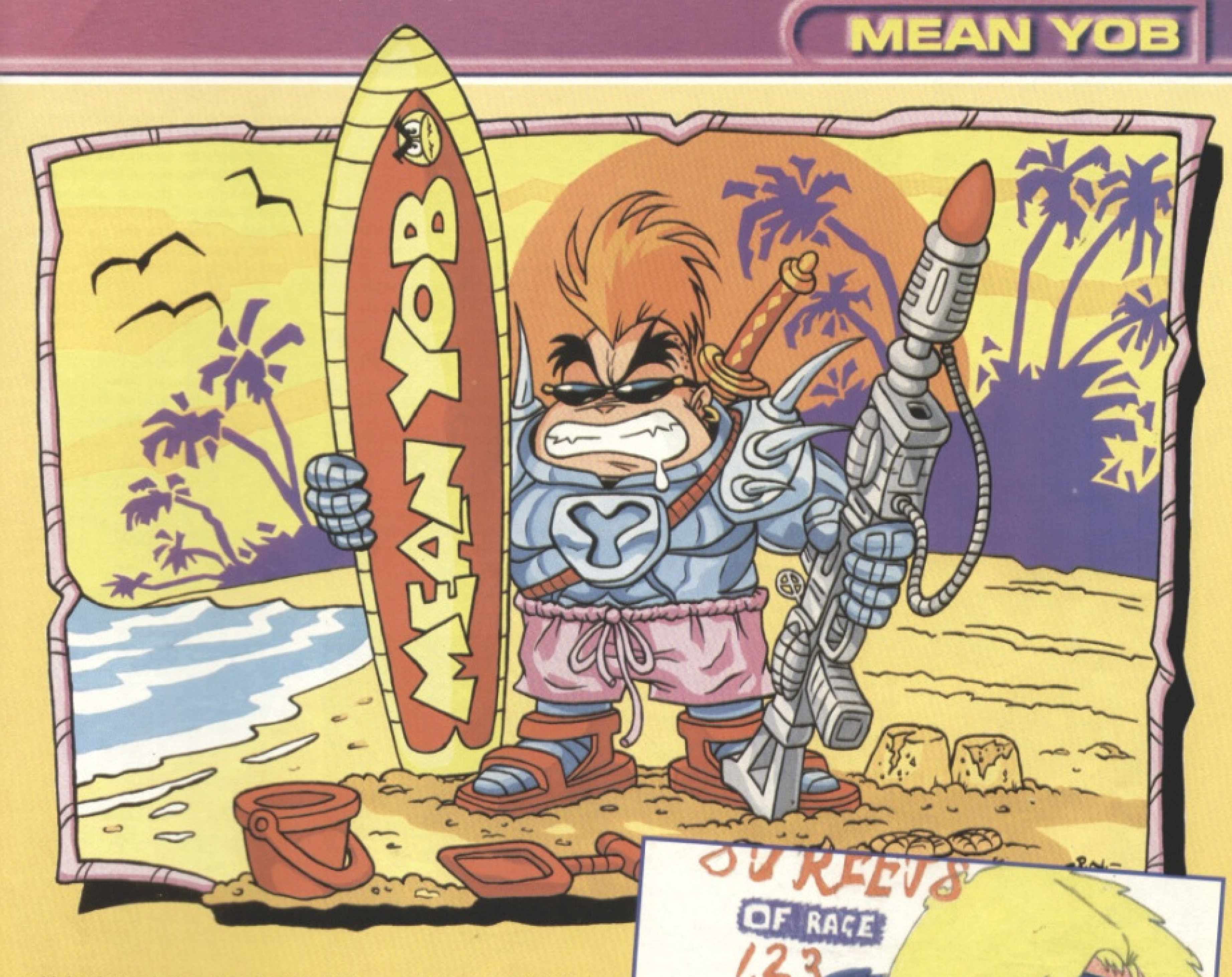
Dear Yob
I can't believe the way you are running down the 32X and comparing it to the Saturn. Look, the 32X is £150 and the Saturn is £400. So you're getting what you pay for. If you're 7 or 8 years old, where are you going to get £400 from? It would take you 5 or 6 years to get that money together. So if you've got a Megadrive it's never going to be possible to afford a Saturn before your 21st birthday [you can afford a calculator then – Yob]. Take no notice of the assholes on Mean Machines – they're on £200 a week anyway and can afford a Saturn. I myself will be getting a Saturn because I can afford it. I know you will not print this because it is true. And if you do, you'll run me down.
Culture D7, Wedley Castle, Birmingham
YOB:What's your problem, kid? And what sort of frigging name is Culture D7? How exactly would you get your new Saturn inside your test tube anyway?

FARTLEBERRIES

Dear Yob
I'm a seasoned gamer in my mid-40s and I enjoy your mag when I can find it here in the States. I have seen the whole video game



Caption CaptionCa ptionCaptionCapt ionCaptionCaptio nCaptionCaptionCaption



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world develop and pass me by in the last 30 years. It's time to get serious here with those heads of game corps. Give the third party developers and the consumer a break and lower the costs and the licenses. If the game company sells a million units of a game the third parties shouldn't have to pay a fee. Why not give rebates, or free games like Electronic Arts do with their 2 for 1 deals. After a short period of time, sell the cart for less. It's better to sell more for less than sell less for more. This will give the little companies more money to spend on marketing and development. It's better to have more out there and being enjoyed than less which is forgotten (like the Atari 2600).
I have read that Nintendo's Ultra 64 is ready to hit the shelves and will have carts priced between £60 and £75. The same computer games they are pushing could be purchased for less than half of the cost of the IBM versions. Get real.
Robert Bodnar, New York, USA
YOB: Tie me to a tree and call me Brenda! Controversy! Dead right though. And all that assumes you've got enough to fork out for the mythical Ultra 64 in the first place. Mind you, according to Culture D7 we all earn so much money we could stump up the cash to get everyone two each. Bah!

DO-DO

Dear Yob
It seems to me that everyone has been sucked in by the hype of the Saturn. Steve, in particular, seems besotted, telling people not to buy any other machine. In answer to several letters in Q&A he claims that the 32X has "stuff-all games" and that the Mega CD "sells bugger all games". Well, all I can say is that he must have a very short attention span.
OK, history has revealed that most of the Mega CD games were Megadrive conversions, with few notable exceptions. It sells bugger all games because there are bugger all games available.
The 32X, on the other hand, was always perceived by the public as a stop-gap. It was, in fact, a great machine in its own right. But, once again, we were disappointed by the software. After the first few good games the majority of the remaining releases have been somewhat lacking.
Now we have the Saturn. No doubt it is technically superb, but are we going to suffer from a lack of software again? For the next few months I am sure we will all be impressed by the Saturn, but you can only play Virtua Fighter and Daytona USA for so long, no matter how good they may be. This is probably Sega's last chance to get it right. Prompt release of all available games is what is needed with no delays. I hope that Steve doesn't end up telling everyone the Saturn is a rancid black mess with stuff-all games.
Duncan McCullie, Leigh-on-Sea, Essex
YOB: Who's Steve?

And that wraps up this month's unusually high-brow instalment. I'm off to spend my wages on a ton of Saturns that I don't even want! Hah!



A funny thing happened on the way to the wedding. The boy Merritt was finally marrying the girl Liza, to become man and woman in holy matrimony and woolly socks. And it was all arranged that Gus was taking our his Q&A. But Gus thought Steve might want to guest for a month, just so a final snippet of his console genius could find it's way to the MEAN MACHINES assembly. And just so that silly picture of him on the crapper could be wield out again. Next month the guy Gus should be portrayed in an equally humiliating fashion. Or will Steve rise again? Who knows....



RYE

Dear Steve,
I think your mag is ace, and could you please answer my questions:
1. In May 1992, sega developed in conjunction with the Victor company, or JVC, a machine called the Wondermega. It could play everything a Megadrive and Mega-CD can, plus it was a karaoke machine. What the hell happened to it?
2. When will MK3 be out for the Megadrive and how much will it cost?
3. What's happened to Megatech, I haven't seen it for ages?
4. How long has the Megadrive got before Sega stop making games for it?
5. Is Ridge Racer better than Daytona?
Richard Davies, South Wales
**STEVE: 1. The Wondermega flopped in Japan, and JVC wisely decided not to bring it here. 2. MK3 — you'll see a review next month, I promise. 3. We sold the title to Maverick Magazines, and I haven't seen it since it became a sad 'poster issue'. 4. Years of life in the old dog yet — we're covering some hot 16bit stuff in the coming months.
5. Absolutely not. Don't believe the hype or should that be sh...**

WHITE

Dear Steve,
Could you answer these questions:
1. Put these game in order; Earthworm Jim, Micro machines 2, Batman Forever, Mortal Kombat 2.
2. What do you think of Pete Sampras '96?
3. How much will the Sega Saturn cost?
4. Will there be a Micro Machines 3?
5. What is your best football game?
Derek Smith, Coatbridge
STEVE: 1. Micro 2, Jim, MK 2, Batman Forever. 2. It's great. 3. £399 with Virtua Fighter, as you may now know... 4. Yes, both a Megadrive with Construction kit and a Saturn version. 5. ISS from Konami.

SODA

Dear Steve
Your mag is the only mag I would buy. Can you please answer my questions?
1. Can you please tell me where I can get Sonic Drift 2 on the Game Gear?
2. Which is the best driving game, Sonic Drift 2 or Powerdrive on Game Gear?
3. Why aren't there many Game Gear games around?
4. Do you have any cheats for Rise of the Robots?
Anon
STEVE: 1. In the shops. 2. Sonic Drift 2. 3. There are more coming now than ever — THQ's at work. 4. I have a tip for it: dump it down the nearest lav.



MALT

Dear Steve
Can you answer some questions about the brill MD?
1. In Cool Spot II is it true that a dinosaur runs after you?
2. Can you give me a cheat for Earthworm Jim which lets you preview Earthworm Jim II?
3. Will Sonic be in a role-playing game on his own?
4. Which Sega character is best between; Sonic, Tails, Knuckles, Robotnik?
5. Will there be any more FMV on the MD?
6. Is Cool Spot II worth getting for the MD?
7. In MD games, why don't the characters actually talk instead of all the text?
8. Why hasn't Fantastic Max or Casper the friendly ghost been released on the MD?
9. Why isn't Amy Rose in any MD game?
Andrew Hunter, Goole
STEVE: 1. I gather your going on the pic from our cover. It would appear to be the case. 2. Nah, that 'tip' was a wind up. 3. I very much doubt it. 4. Sorry, at what? Robotnik is good at driving heavy machinery, and I've heard Knuckles is good in the sack. 5. Sadly, yes. 6. Read next issue for the answer to that one. 7. My, we are a sad one. The average sentence would take the entire memory of the cart to sample into speech. 8. You mean Mighty Max — Ocean have done it, and boy was it stinky. Casper is Saturn bound. 9. Because she's a sad pink girlie, like you.

CASH

Dear Steve
Please I beg of you to answer my questions:
1. I have Snatcher for the Mega-CD and was wondering if there was going to be a sequel?
2. If Theme Park comes out on the Mega-CD, will it have a Save option, do you think?
3. Can you please put these CD games in order from best to worst: Double Switch, Eternal Champions, Snatcher, Fifa CD and Final Fight.
4. How many bits will the Neptune be?
5. Do you think Superstar Soccer is better than Fifa '95, because I don't?
6. Do you think Virtua Fighter 2 is better than Killer Instinct?
7. Will Doom ever come out for the Mega CD?
8. Finally, what was the overall percentage you gave to Snatcher?
Ahmet Altinsoy, Edmonton
STEVE: 1. Nae chance. That was Konami's one and only Mega-CD exploit. 2. I know that it has no such option. 3. All much of a muchness apart from Final Fight, which is getting on a bit. 4. Don't think the Neptune will come to be. 5. Don't you? Well I do. 6. I think it is, do you? 7. Never. 8. About 88%, but then you'd know that, since you buy our mag every month.



LAVA

Dear Steve
Please answer all of my questions
1. Is the cartridge port on the Saturn designed to play Megadrive games?
2. Is Daytona USA the best home console racing game?

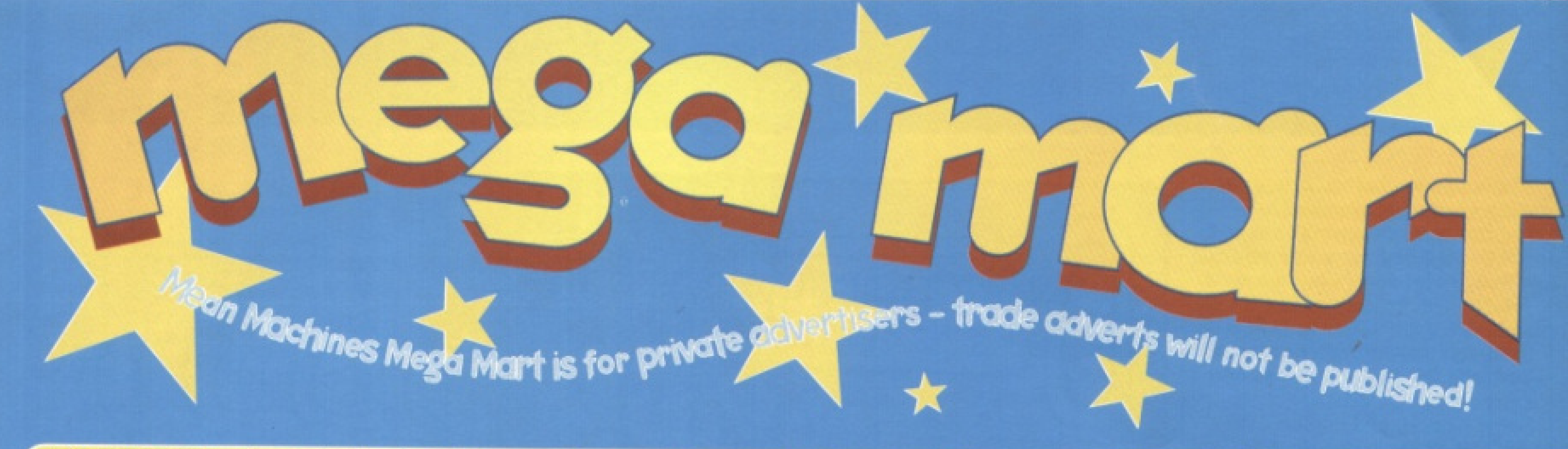
3. What price might the Saturn be with Daytona when released?
4. Will Saturn discs cost the same, or will those using more memory cost more?
5. Will Descent be coming out for Saturn?
6. Have you played Daytona on the Saturn with the steering wheel, and is it any good?
7. Name a good, and I mean a very good football game due on the Saturn.
Roin Gallagher, Dublin
STEVE: 1. Cartegorically not (tee-hum). It's for saving onto RAM carts and for possible future Saturn titles. Any 'convertor' would probably cost almost as much as a Megadrive now, anyway. 2. Yes, in short. 3. No plans yet for a Daytona pack. 4. Memory isn't the issue, unlike carts, but games that take longer (and thus are more expensive) to develop will cost more. The range will be £10-£15 from bottom to top. 5. We said yes last issue, but Interplay stress that this is provisional only. 6. It's hard with the wheel. 7. I presume you've seen our cover story?



BLOOMER

Dear Steve
Could you please answer the following questions, as I really need the answers:
1. Is Sensible World of Soccer coming out on the Megadrive, and if so when is it due?
2. Will there be a Jimmy White's Snooker 2. The first game is brilliant, but I think that a second game might include a tournament option, and you should be able to save your best break.
3. Now that Theme Park is here, do you ever think Sim City or Sim City 2000 will ever be released on the Megadrive. I'm sure they would sell by the bucketload.
4. What will be the package with the Neptune?
5. Are there any submarine simulations available for the Megadrive, or any planned?
Patrick Flood, Tipperary Town.
STEVE: 1. Very unlikely now. 2. Also highly not likely. Archer Maclean took three years to put that game together! Bigger stuff surely beckons, but it is a minor masterpiece, I agree. 3. No chance of the Maxis games, though I agree they would go down a storm. The system just can't handle it. 4. Very unlikely that we'll see that particular piece of hardware. 5. There is, in fact, and ancient game called 688 Attack Sub. It was alright in its day, but looks pretty basic now. If you fancy it, check the cart exchange shops.

Any more for any more? Sorry the Q&A is a bit curtailed this month, but there was just so much other stuff in the mag. Lord EMAP needs to think about iincreasing our pages again. Still, we're bigger than both Sega Poo or Sega Poor. See ya next month.



MEGADRIVE ONE plus pad, Mega CD 1, 32X vouchers plus 2 games, Menacer light gun, 20 magazines, 10 Megadrive games, 2 Mega CD games, demo CD, 15 tip books, cables and leads, boxed worth £880. Sell for £430. Tel 0121 378 5553 after 4pm.

SWAPS: FIFA, Sensible, J-league, Jungle Strike, Flashback, Aladdin, Mohammed Ali, SOR II, etc. Wanted: Fever Pitch, Street Racer, etc. Call 01254 264427.

32X FOR sale with 8 games Afterburner, Cosmic Carnage, Doom, 36 Holes, Metalhead, MKII, Star Wars, VR. Excellent condition £150. Mega CD for sale with over 20 games, excellent condition £120. Phone 01432 343264.

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MEGA DRIVE, Street Fighter, Altered Beast, Sonic II, 4 joypads, Multitap £80. 32X and Virtua Fighter Racing Dlx £80. Mega CD II with 3 games £80. Joseph 01954 231040.

32X FOR sale and Megadrive. Comes with 2 pads, Star Wars, Doom, Virtua Racing, Road Rash II, Theme Park - £200 ono. 0141 779 1664.

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I WILL swap Aladdin, Mega Games 1, Snooker, Rise of the Robots, Urban Strike or Winter Olympics for Pete Sampras, Theme Park, Flashback, Powerdrive, Soleil, Flink, Land Stalker (Mega) or Secret of Mana (SNES) wanted for swap. 01342 324143.

MD GAMES for sale: Another World £5, Street Fighter 2 £15, Mazin Wars £10. Mega CD games Sol Feace £5, Cobra Command £5, Arcade Collection £10. Master System games Miracle Warriors £2, R-Type £3, Moonwalker £2, New Zealand Story £3. 01782 279301.

SEGA MEGADRIVE, 4 joypads, 20 top games, all vgc £300 ono. (01722) 411514, 18 The Avenue, Laverstock, Salisbury, Wilts.

32X MEGACD and Megadrive, two 6-button pads, games included: Stella Assault, Doom, VR Deluxe, Battlecorp, Thunderhawk, Redzone, Subterranida, Sonic 1 & 3, Chaos Engine, Street Fighter plus another 13. All for £500. Call Archie on 0171 226 5836.

12 EXCELLENT MD games at excellent prices including Flashback, Zero Tolerance, SFII, £20 each. Phone Mark on 01278 661017.

GAME GEAR, 5 games and several accessories for £90. Phone 01932 560474 or 01344 891041.

32X, MEGADRIVE, 4 pads, VRD, Doom, Urban Strike £165. Will sell seperately. Atari 1040STE with £130 sound sampling package plus extras and loads of games £140 ono. Phone Stuart 01462 422915.

MASTER SYSTEM II with joypad, 17 top games including Sonic 2, Wimbledon, Ninja Gaiden, etc. and Light Phaser, all boxed in immaculate condition - an ideal gift. Sell for a bargain £120. Phone 01443 835492. Also Megadrive games to swap.

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MASTER SYSTEM for sale, two joypads plus Alex Kid, £20. Also Nintendo Entertainment System with two joypads, light phaser and 3 games: Tom and Jerry, Duck Hunt, Mario Brothers, £50. Buyer collects. Phone 0161 439 1448 ask for Chris.

MEGA DRIVE, 20 games: FIFA Soccer 95, Earthworm Jim, NBA Jam, Aladdin, Street Fighter II Champion Edition, all boxed, Menacer gun, 4 control pads, two 6-button, Megadrive carrier case. Worth £1200 sell for £550 ono. 01799 530839.

GAME GEAR games wanted, new or old. Please send lists with prices. I'm also looking for the GG TV Tuner - help me please! Please send lists to: Simon Pickard, Dormy Cottage, Brampton, Torskey LN1 2EG.

WANTED: MORTAL Kombat II official players guide. Will swop Jimmy White's Whirlwind Snooker MD or cash - can you help? Call Lee or Diane on 0181 298 9676.

MEGA DRIVE and 32X for sale, 19 games including Thor, Theme Park, Cannon Fodder, Earthworm Jim, Micro Machines 2, plus 3 32X titles: Star Wars, Doom, Virtua Racing. 4 controllers and Arcade Power Stick, £300. Contact Jeremy on 01952 244936.

MEGA DRIVE and Mega CD for sale. Many games, 2 joypads, £160 the lot. Call Kev on 0151 726 1996 between 6-7pm.

MEGA DRIVE, 34 games, Mega CD, 15 games, 32X 4 games, two 6-button pads, boxed, complete, £350 ono. Will consider selling seperately. Games include Theme Park, FIFA 95, Brian Lara Cricket, Sonic 2, Thunderhawk, Silpheed, Snatcher, Doom, Virtua Racing. Tel 01582 508826 after 6.30pm.

2 MONTH old 32X with Doom and Star Wars Arcade. Megadrive II, 18 games, Menacer gun, two 6-button pads, 3 normal pads, Jo Jo joystick, everything boxed, excellent condition, sell for £300. Bargain! Ask for Jim 0181 395 8340.

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MEGA DRIVE with 10 games boxed and Mega CD with 10 games boxed for sale including MKII, EWJ, FIFA 94, Rebel Assault CD, Ground Zero Texas, 4 pads including 2 six-button, worth £1600, £300 ono. Phone Owen on 01902 842610.

MEGA CD 1, Megadrive 1, 22 CD games, immaculate condition, boxed, £330 ono or swap for 3DO. Tel 0121 520 2533 ask for Mark. Thank you.

EXCELLENT SEGA Megadrive games for sale: Virtua Racing, Sonic 1 & 2, Toejam & Earl 2, Streets of Rage 2, Aladdin, 2 joypads and heaps of magazines and posters, ideal for new Megadrive owners. Worth £360, bargain at £200. Tel 0181 502 6096 (Essex).

MEGA DRIVE for sale, 2 six-button pads plus power stick, 31 games, boxed plus instructions. Includes Mk2, SF2, Cannon Fodder, Zero Tolerance, FIFA, SOR2 and Taz 2, rest are classics, £375 ono. Absolute bargain - phone David on 01733 570048.

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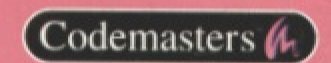
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